THE WORLD'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

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£2.50 ISSUE 80 AUG 92 • WITH SUN-KISSED FREE TAPE

YS AT Alton Towers



HOLY SMOKE! BATMAN RETURNS

Jumping Jehosaphat! Some villain's run off with your Mag 7 covertape with **Defenders of the Earth** and **Forbidden Planet** on it. Take the direct approach and ask the newsie what's happened.

THE MOVIE PREVIEWED INSIDE





Take the Batmobile to page 65 for the clues!

CLOCK THIS!

YS goes bat bonkers!
Batman and Robin round up the bat-games. Plus! Make your own batarang!

Who the hell are you?
Bonanza Bros reviewed

Tonnes of tips! Captain Dynamo, **Astroball** and **Smash TV** mapped.

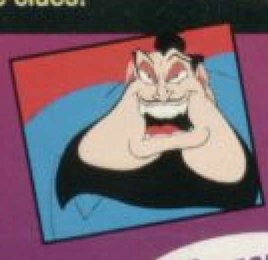
It's free! Speccy public domain reviewed inside.

SPOOKERIFIC!
Win a trip to the London Dungeons!

The thick lines are vowels
9 770269 698041 08

FLIP!

The Ultimate Guide To Life, Love and Loofahs!



FLIX: Freddie as FR07 - secret agent frog!

COMIX: Who's keeping an eye on the **Watchmen**?

New! **The Killer Kolumn:** Arnie meets Spiderman?



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♥ Thought for the issue... What's a smile but a frown turned upside down?♥

Greetings Spec-chums, it's your new Ed here. Yep, once more it's all change in the Shed. Hutch is currently doing various tests on loads of different sorts of concrete. Why? Well, he's got this bee in his bonnet (silly phrase or what?) about building a skateboard park at Alton Towers. I know it sounds strange but, despite his immense love for YS, Hutch really thought this was something that had to be done.

What this means for you, dear reader, is that you've got me, Linda B, for an Ed instead. Now don't worry, this doesn't mean that the universe's fave Spec mag is about to go all girly and get smothered with flowers. Oh no, it's going to be exactly the same, well nearly!

We've already set a precedent this month – it's our first non-computer game cover. Of course, there's always a chance that we might see Batman Returns on the Speccy. Another first in this issue is the Bat-story, you'll find all the details just under this box. Jon wrote it and I was the first person to test it. It works brilliantly, but I have to admit that I cheated. I was so desperate to catch that naughty crim!

On behalf of the whole YS team I'd like to welcome you to this issue. We hope you enjoy it cos we had a great time putting it together.

Lots of love,

Linda ✿

ISSUE 80 / Aug 92

YOUR SINCLAIR THE MAGNIFICENT 7

EXCLUSIVE!



DEFENDERS OF THE EARTH: COMPLETE GAME!



FORBIDDEN PLANET COMPLETE GAME!



CONMAN THE BARBARIC PLAYABLE DEMO!

PLUS! A COMPLETE GAME OF *LOGO* AND A FABBY *SAMPLING UTILITY*. PLUS! A RIDICULOUS *PD DEMO*! HOT TODDY!

GO OUT AND GET 'EM! FLIT TO PAGE 4

16 TO THE BAT-POLES!

Batman Returns previewed, Bat-games rounded up and lots more! But before you flick the page...

Gadzooks! The Shed Speccy has gone missing! Fearing foul play, the authorities have called in Batman. In this exclusive YS turny-pagey-adventurey-sort-of-thing game, you are Batman, and you have to find out who stole the Speccy. Read the bottom of the page, make a decision and turn to the page indicated. Then read on. Before you start, you'll need ZAP and POW points, for when you encounter the Shed's less friendly inhabitants (or something). Roll a handy die, or ask your little brother to pick a number between one and six. Now add this to ten. The result is your ZAP rating. Do the same again. This number is your POW rating. When you get into a fight, roll that die (or ask your brother again). Add this to your ZAP rating. Now do the same for the monster. If your ZAP is higher than his, subtract one from his POW – otherwise take one away from yours. If the monster's POW reaches zero, you've beaten him. Hurrah! If your POW reaches zero, you're dead. Boo!

Enough rules, on with the game! Turn to page 9...



NEXT ISSUE ON S

AUGUST • 80

REVIEWS

PREVIEWS

58 REPLAY FEATURING:

Italy 1990, Silent Service, Zoids, Sly Spy, Quattro Megastars and Hit Pack 2.

THE REGULARS

41



Hideous compo

It's creepy, it's crawly and it's more spooky than Andrew Lloyd-Webber. Aaghh!

42



Public House

It might be free, but is it any good? Jon Pillar guides you through a plethora of PD.

51

FLiP!

Batness abounds! We've got the latest Batman Returns streetwear. Put a bat on your chest today!

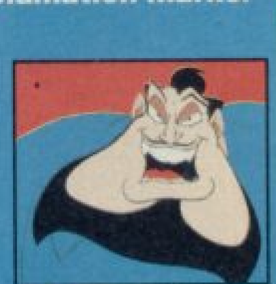


Meanwhile, in Comix we pop the question on everyone's lips: Who Watches the Watchmen? Plus! A look at The Joker's finest hour in The Killing Joke. And! Captain Britain makes an appearance and waves a flag. With! Lots and lots of exclamation marks!

The Killer Kolumn (From Outer Space) NEW



Is Arnie S *really* going to play Dr Octopus in James Cameron's new Spidey movie? Webby Dave Golder tells all.

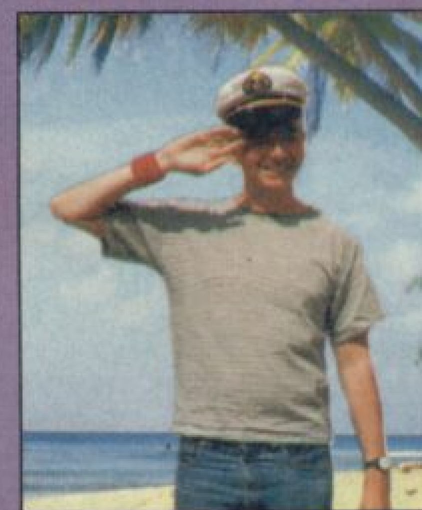


Boo! Hiss! What a meanie! It's the villainous El Supremo from the new cartoon film Freddie as FR07. We run it over the spools.

SALE AUGUST 6TH



Newly-appointed Editor Linda Barker likes to caper about in a floppy flowery bonnet. Groove on!



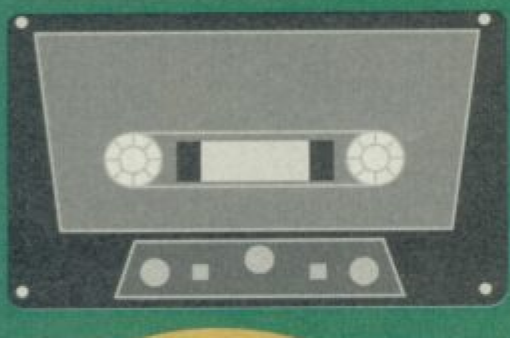
Captain Andy Ounsted, Art Editor, favours a sharply-cut naval cap. He dances a mean hornpipe as well.



Staff Writer Jon Pillar prefers the classic Cambridge nattiness of a straw boater. What a stout fellah.



Maryanne Booth, Art Assistant, protects her bonce with her Grandpa's trilby. Thanks, aged relative!



THE MAGNIFICENT 7

Feeling hot? Come and cool your feet with three games, a playable demo, a sound sampler, POKEs and the animated tale of one man and his ladybird. It'd make a cat smile.



128Kers, save those kiddies! With the complete game of DEFENDERS OF THE EARTH on page four.

The Evil Lord returns in FORBIDDEN PLANET on page five. It's a complete game. Hurrah!





Can you help CONMAN THE BARBARIC out of Hartlepool? Our playable demo's on page five.

Turn to page six and have a go at the complete game of LOGO.





Turn to page six and sample 'til you drop with the funksome E-SAMPLER.

Fly away to page seven for the enchanting BERUSKA.





Northy's POKERAMA is on page seven. (So there.)

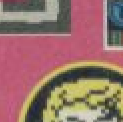
DEFENDERS OF THE EARTH

128K ONLY
Enigma Variations

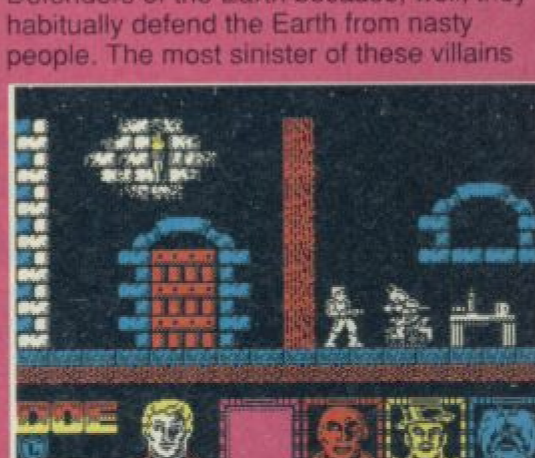
COMPLETE GAME



But while Ted and the boys danced triumphantly onstage, Friendly Derek felt the sudden and irrepressible urge to carve Lydia's name on a tree.



Okay, let's see if these names ring bells in the heads of the more widely-read among you. Flash Gordon. Mandrake the Magician. Lothar. Billy Bunter. The Phantom. That's right! They're all comic book heroes from the 1940s, except Billy Bunter who's obviously a Tasmanian mercenary posing as a waiter in Rickmansworth. These heroes form the group known to all and sundry as the Defenders of the Earth because, well, they habitually defend the Earth from nasty people. The most sinister of these villains is Ming the Merciless, whose chiselled profile and fabulous moustache strike terror into the hearts of folk everywhere. Ming will stop at nothing to gain dominance of the bookshop franchise on Earth, and so keeps trying to invade the place. Luckily, the Defenders are on hand to repel him with justifiable force and large mallets. Ming keeps trying, they keep beating him off, and everybody's fairly happy and contented. (Except the bookshop barons who are constantly slightly worried.)



The roughly-hewn table held a candle, a cup of warm tea and a Christmas cracker containing a plastic giraffe.

This time however, Ming has gone too darn far. He's gallumphed off with the Defenders' children, reasoning that they'll leave him alone if he threatens to bash up their sprogs. However, he's sadly mistaken. The Defenders, hearing the news during one of their weekly knitting seminars, draw lots to see who's going to single-handedly save the day. Ol' Flash gets the short straw, and drawing himself up to his full and not inconsiderable height, he grabs a handy gun and nips off to rescue everybody.

Ming is holding the children in his three-level flip-screen Fortress of Evil, and has loosed billions of guards to keep you at bay. Only your twinkly reflexes and shiny pistol can help you get through the levels, although energy and weapon power-ups do come in handy. Actually, you can also call on the other Defenders to lend a hand, when you come across a locked door, or a bottomless chasm, or something. In the main though, it's your own joystick arm that'll see you through the bewilderingly fast action. Cos make no mistake, *Defenders* is a tough game. It'll take you ages to beat the first level – not to mention the end-of-level baddie. If you do manage to battle through to the end of the game, you face moustachioed Ming himself. Blimey!



Spanky graphics, squizzy sound and an addiction factor of Lots and Lots mean *Defenders* is a reet playable game. Sadly, its sheer size means the game is for 128Kers only, thus denying humble 48Kers the delights of losing constantly to the pesky thing. Still, you can't have everything, can you? Make good use of that extra memory and go settle that villain's danged hash.

CONTROLS

- Q – jump or go through upper door
- A – duck or go through lower door
- O – scurry left
- P – scamper right
- M – fire that funky pistol
- 1 – call for help

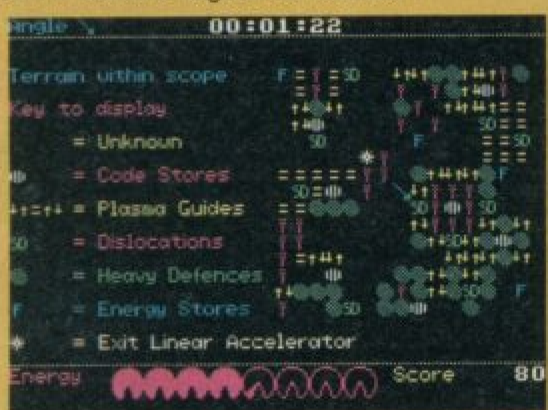
Dramatically, you point the finger at Maryanne. "Only she had the motive, means and opportunity!" you cry triumphantly. But you're completely wrong! Turn to page 54.

FORBIDDEN PLANET

Design Design

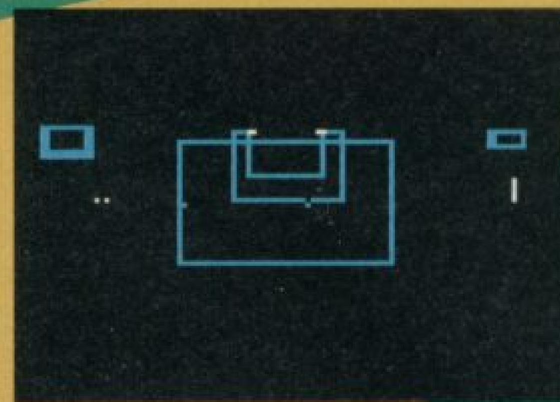
COMPLETE GAME

Take a trip with us now back to that little galaxy of not so far away. It's about twenty to five on a Tuesday afternoon, shortly after the spectacular defeat of the Evil Lord as chronicled in *Dark Star*. People are partying on down, as they're apt to do after a major dictator has been overthrown, and the mood is one of optimism and all-round splendidness. Then suddenly! A crackling buzz interrupts the 3DTV stations' regular scheduled broadcasts (six soap operas and a searing documentary on conditions in today's chartered accountancies). As everyone reaches for their remote control, the static clears to reveal a familiar face – that of the Evil Lord! Well, okay, maybe not his familiar face, as he's in the habit of wearing an astoundingly scary black helmet. But it's an astoundingly scary black helmet that is known to all as the public face of the Evil Lord, so the effect is largely the same. But hush! The Evil Lord speaks... "Er, hello. As you can see, I'm not dead. You, however, um, soon will be. Ha ha hahahaha! (Um, was that all right, Bob?)" Faced with certain destruction, there's only one thing to do. Contact the incompetent buffoon who bungled the job in the first place (that's you) and send him back to finish off the Evil Lord, properly this time.



Blimey. Fair takes you back to Form One geography, doesn't it? Can anyone see the ordnance survey symbol for a burial mound?

Forbidden Planet plays in much the same 3D-ish sort of way as its predecessor *Dark Star*. There are, however, a number of important differences. Firstly, the Evil Lord really means business this time. His ground defences are about six zillion times more nasty than the first time around, and include some really sneaky force shields. You still have to fly through the handy gaps in these shields but, alas, at each weak point there are two holes to choose from. The wrong one is just a cunning illusion. If this wasn't bad enough, ol' EL has instituted a planetary security code. This means that if you want to escape from a planet (this is actually quite a good idea) you'll have to find the four code stores and fly into them to discover the escape code sequence.

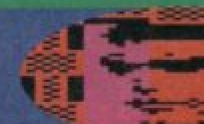


Hello, and welcome to the world's first interactive hypnotic screenshot. Stare at this box and rotate the magazine swiftly for four minutes. Then send us your credit cards.

Okey dokey, enough hinty bits. There are still the same fright-inducingly speedy vector graphics and cramp-causingly addictive gameplay to enjoy, as well as a literally very large number of options to fiddle with. What more could you ask for? A complete song lyric on the high score table? Well what a stroke of luck. (Good old Design Design – they think of everything.)

CONTROLS
Joystick or user-definable everything.

CONMAN THE BARBARIC

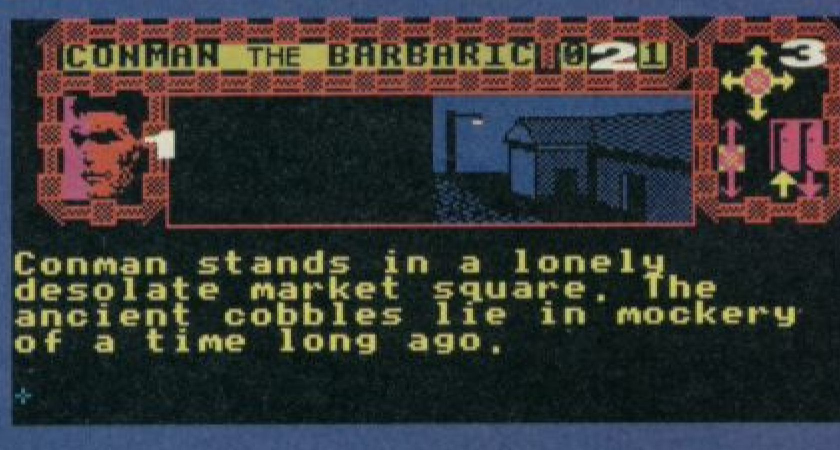


The Northern Underground

PLAYABLE DEMO

Load in 48K mode

Adventures eh? We've had the tough (*The Blood of Bogmole*) and the snazzy (*Exiled*), and now we've got the downright ridiculous. *Conman the Barbaric* is the first part of a trilogy of games from new adventure company The Northern Underground. (If you want to check out the others, or see what else these fellows have to offer, send a sae to The Northern Underground, Top Floor, 17 Fisher Street, Carlisle.) This fully playable section tells of the origins of Conman, hot on brawn but markedly lacking in the brain department. Our hero, a blacksmith by trade, has been working diligently in his smithy for the last fifteen years. It's been a hard but happy life, with little to complain about except the lack of work, and the crippling boredom, and the hideous neighbourhood. And the unfriendly llama from next door, and the low wages. And the non-existent night life. Lately he's begun to wonder just what lies beyond the forge, and has finally succumbed to the temptation of a quick trip around the country. More fool him. In the blink of an eye Conman has been cheated out of his cash, thrown out of a cab and got himself completely lost in what will one day be downtown Hartlepool. Armed only with a chunky chin and a Day Rover return ticket, he has to escape!



1. Graphics bit. On the left is a pic of the characters you encounter. The main pic shows your surroundings.

2. Your feeble and inadequate score. (Or something.)

3. The compass shows directions you can move in. (N, S, E or W.) Want to move up or down? Check the arrows first. The doors show exits in and out of the location.

Hello, and welcome to the world's first interactive caption. Here we see Conman in a typical game situation. Should he (1) Go North, (2) Enter the shop, or (3) Dance the Highland Fling? Press your page now!

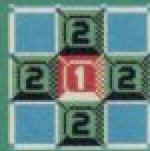
If you've been following our covertape adventures, you should be pretty familiar with the spelunking concept. You have to type commands, such as GO NORTH, GFT HAMMER, SHOPKEEPER HELLO andsoforth in order to influence Conman's actions. A quick tip – stick to simple verb-noun sentences. (Conman is quite staggeringly thick after all.) As this is an early demo version, some of the spelling is, um, idiosyncratic, but stick with it. *Conman* is a fun game with plenty of puzzles and a completely warped sense of humour. It's sort of a mediaeval modern-day thrash metal genteel think-'em-up in fact. Strange but true.

CONTROLS
Let your fingers dance lightly over the keyboard, and type in your commands.

Jerking the clutch and slamming down on the accelerator, you manage to stall the car. The villain escapes! Turn to page 54.

LOGO

Mat and Ziutek

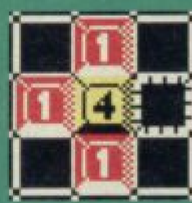


READER GAME

Load in 48K mode

Mat and Ziutek (two members of Polish coders ESI) are obviously folk with no sense of mercy. *Logo* is unquestionably the toughest puzzle game yet featured on the fairly-famous YS covertape. (Sounds of Spec-chums reacting in astonishment.) Yup, it's even harder than *Non Compos Mentis 2*. (Sounds of Spec-chums falling heavily to the ground.)

It starts innocuously enough. A nice quiet grid is displayed on screen, and a smaller version in the corner shows the pattern you have to complete. You nip about the grid in the usual fashion, and when you press fire, as if by magic a little coloured number appears. The nasty bits start when you put two numbers adjacent to each other – horizontally or vertically, but not diagonally. When you do this, the number already on the board increases by one. If it's a number four, it flips back to a one. And that's all there is to it.



Or is it? Actually, yes it is. But despite that pointedly unsuccessful attempt at imbuing this bit of wibble with a vestige of suspense, *Logo* is a game with hidden depths. The trick is, you have to emulate the pattern in the corner exactly. That means no handy numbers around the edges to bump up the value of those in the pattern itself. So you have to plan your patterns to the nth degree. Put it this way – we've had the game for three months, and have only just figured out how to beat Level Two. (Sounds of Spec-chums laughing raucously.) Oh, right. Reckon you can do better? We'll be offering a small prize to the first person to complete the whole game without cheating. *(We will? Linda)*







Hello, and welcome to our new series of puzzle game captions. Here I'm doing tremendously well and am actually on the verge of finishing a level!



Even more amazingly, here's another level I completed. See how easy the game is when you get the hang of it? Sorry, who guffawed?



A couple of levels later and I'm in terrible trouble trying to use adjacent tiles to bump up others' values. But what a gallant effort, eh?

CONTROLS

Joystick or definable keys and fluffy cushion to cry into.

E-SAMPLER

Proxima

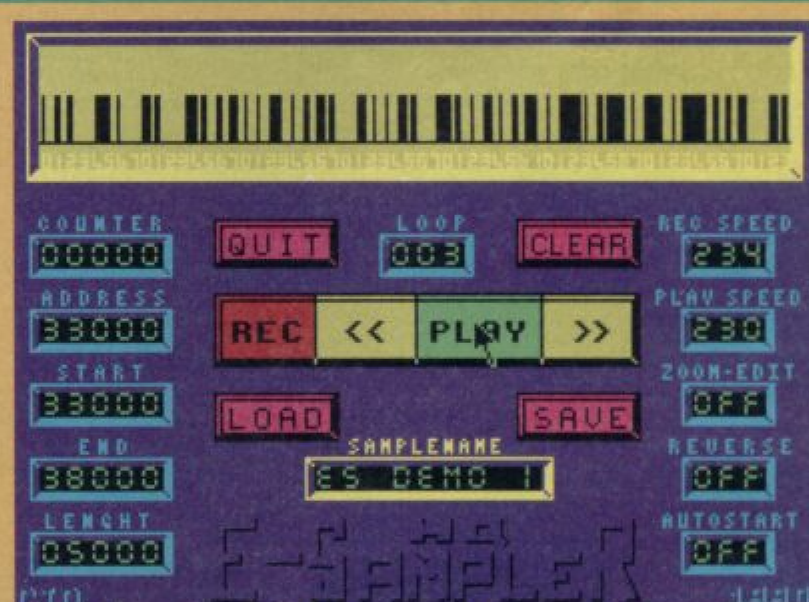
SAMPLE UTILITY

Sampling on the Speccy has always been a tricky business. Rather a few of these fun and funky sound-processing programs have appeared in Pitstop over the years, but on the whole they've been tricky rascals to get to grips with. This PD package makes the whole business of sampling really lovely and simple. Just glide a pointer around the screen, and click on the options you want. Um, and that's it. Except for the explanation of the options, of course. That's coming up now. (Ah, here it is.)

Load and **Save** are yer basic tape options. Just click on 'em and use that friendly little keyboard to type in a filename, then leave the rest to *E-Sampler*. Sadly, the sample files are saved out in a special format, so you can't use them in your own programs. Unless some clever Spec-chum can prove us wrong? Oh go on. Please.

Zoom Edit allows you to, um, zoom into a section of the sample and, um, edit it. By clicking on the vertical lines you can flip individual sample bits, to get rid of that intrusive cough on the recording, or something.

Record Speed and **Play Speed** dictate how detailed your sample's going to be. Basically, the higher the Record Speed, the more often data will be read from the tape port. Bunging it straight to 255 doesn't necessarily mean the best quality each time though – it may pick up all the crackle and fuzz on the tape in startling detail. A speed of around 230 is usually the best. (Play Speed should be a few points higher than Record for the best results.)



Those wibbly lines at the top represent the phrase, 'A-hahahahahaha. Ha ha. Ho ho ho he!' (That sentence came courtesy of the Patently Desperate Caption Co of Loughborough.)

Counter shows how far along the sample you are in memory.

Record, um, records. Make sure the EAR socket is connected, and you've actually got a tape. (Some people...)

Play, um, plays. You can't quit, but have to wait for the sample to finish.

Sample Start and **Length** dictate where the sample starts and what its length is. *(I think we've got the idea. Linda)*

And that's it. *E-Sampler* is kind of a fun, funky little thing so have fun with it and, um, get funky.

CONTROLS

Keyboard or Kempston joystick
6 – left 7 – right 9 – up 8 – down
0 – select

"J'accuse... Linda!" you murmur, twirling an imaginary moustache. Embarrassingly, you're utterly wrong! Turn to page 54.

BERUSKA

Marek Fiser

PD DEMO

Contrary to popular belief, the Speccy has a flourishing PD scene. (Check out Public House this issue if you have the temerity not to believe us.) And there's no better place to see just exactly what the Speccy can do if pushed than the PD demo circuit. You won't believe some of the effects those whizzy European programmers can get out of our humble machine. Two colours per attribute square? Pshaw! A mere three channels of sound on the 128K? Ho ho! These chaps could teach today's Spec-chums a thing or two.



This is Beruska. (We think.) She's the star of the demo. (We think.)

Anyway. *Beruska* is not one of these amazing Speccy-expanding demos. Sorry. It is in fact an extremely sweet but brilliantly silly cartoon featuring a man with a scarf and his pet ladybird. This insect is possibly named Beruska and, um, possibly not. You see, although the cartoon is packed with groovy samples and animation, it's also all in Polish. So we don't know what on Earth the little blokey is going on about when he sets the scene at the beginning. We subjected the sampled speech to every test known to science, including the 3am Paddington Test. This entailed getting Jon to listen to the sample in a large echoing building after staying awake for sixteen hours. Sadly, although this method proved extremely successful with a previous problem (a garbled telephone message that appeared to be 'Jet-black leper to the organ-grinder's copy' was successfully deciphered into 'Gerry Bellor to the organiser's office', the Polish sample remains unintelligible to this day (Thursday). If any readers can shed light on the subject, we'd be delighted to hear from them, though not in Polish, please. In the meantime, sit back and enjoy *Beruska*! (Whatever it is.)



We don't know who this is, but by the demo's end you'll either love him or hate him, or something.

CONTROLS

No joystick or a nice firm lettuce.

POKERAMA

Last week (as you recall) Jon went on an epic time-travelling adventure through, um, time. The finish of this tremendous tale saw Our Jonty saving the day at the slight cost of untold causal irregularities. After a quiet nap and a nice Bourbon biscuit, Jon decided to take a few days off and get away from it all. He booked a week's holiday in Madagascar and decided to get back to nature, camping out in the forests and eating only what he could catch with his bare hands and native cunning (mostly mushrooms). After 'doing his own thing' and 'getting in touch with his inner self' Jon felt able to return to civilisation and continue with this month's Pokerama. What a dude, eh? He's nature's friend.

"Bellamy" Northy's environmentally-sound hacks this month are



But even as Captain Jim leapt for the laser controls, Doctor Zee brought down a crashing rain of toads on the helpless city.

Puzznic infy time and retries
On the Run infy time and energy
Non Compos Mentis 2 infy time
Dizzy Down The Rapids infy energy and 255 lives
Vendetta infy lives
Totyota Celica GT Rally always

TAPE TRUBBS

Your stupendous YS covertape has been hand-turned on a traditional lathe from a blueprint supplied by Wallowing Else, supplier of preposterously well-drawn blueprints to the gentry. Hank and Femur, crack trouble-shooting merchants, have spared no expense in checking each batch of tapes for possible problems but it's just feasible that in their excitement they've missed a few bad ones. If you've got one of those terrible non-functioning tapes, treat it to a perky little sae and enfold both items in a limp jiffy bag. Then send this to YS Mag 7 No 16, August Ish, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD - **NOT TO US!** Now stand on one leg for 28 days and, inexplicably, a fresh, new tape will appear in your home.

SUMMER YS AT ALTO

(In which those pesky YS peeps lose an

1

Hurrah! The team arrive at t' Towers and make their way, by monorail, to the pleasure gardens. Andy O manages to curb his excitement but Jon really is letting go.

2

What a choice! The team try and work out where to go first. Linda's already hassled and it's all too much for Jon. Tears of sheer joy begin to well from his eyes. Hutch searches in vain for the skateboard park.

3

Liz the press officer, decided that the day should start off gently. These are goats and they're only ten days old. Altogether now - ahh! We tried to nick one but it kicked so much that the security guard got suspicious.

7

At the sight of water Linda stopped in her tracks. Memories of life on board came rushing back and she went all pale. Andy O thought she needed cooling down, and pushed her into the extremely deep pool.

8


Revenge was soon exacted. It was time for the entire team to dampen their behinds, it was time for the Log Flume. In their ever so smart Flip! T-shirts the intrepid water babies made quite a splash. (Groan!)

9

There was no time to dry off, it was straight from the Flume to the Congo River Rapids. Hutch, convinced that Linda was leading the anti-skateboard park lobby, made her sit in the place where she'd get least wet. NOT!

13

This is The Beast. It makes your stomach scamper up your throat and hide behind your teeth. It also stops for a bit at the top so Hutch had a good view of the site. He couldn't see any skateboards.

14

Hutch asked Liz where the skateboard bit was. She looked at him strangely and, even more strangely, took him to the Carousel. He was happy. For a few minutes.

15

Time for a nice cuppa! The team kept an eye open for those tea chaps in the long white coats and flat caps. 'Twas all in vain. Alack and alas.

Those YS changes in full ★ Hutch now gets paid to skateboard into lampposts. ★ Linda now has the right to monopolise the Shed tapedeck. *(No! No! Horrific yelpings from Jon and Andy)* ★ The YS team reserve the right to spend as much time in the sun as is humanly possible and ... *(Snip! Jane the publisher)*

 Trainspotter attack! The fiendish 'spotter has a ZAP of 12 and a POW of 11. If you beat him, turn to page 49.

SPECIAL
ON TOWERS

Editor, gain an Editor and get damp bums!)

Alton Towers

You're Special, Your Sinclair
Get ready to hear a great tale
It's you, Your Sinclair, I hail
Such winners at heart
You'll top any chart
In Bath we can look for your trail

It's easy to see that you're bright
So smart that you're quite a delight
Intelligence shows
Wherever you go
Your answers are always just right

The wonder of you never ends
To know you brings big dividends
It's easy to see
That you're pedigree
You're special. I'm glad that we're friends!
Love from Henry the Hound

4



All of a sudden... corks-a-blimey! We found ourselves on the pirate ship. Things started off well. Linda didn't feel sick at all!

5



Oh dear, oh dear! Pride comes before a fall and sickness comes after delight. They should have sick bags on those ships, hands aren't really the same. Are they, Linda? (Ha! Ha!)

6



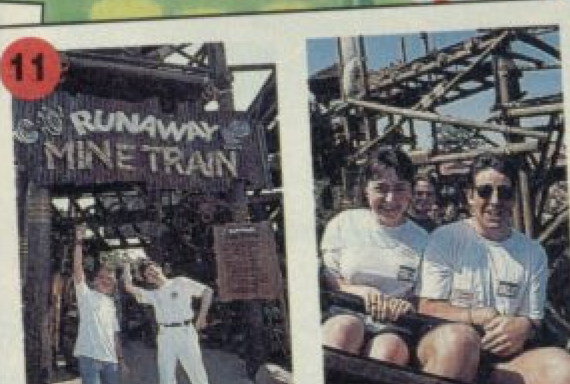
Tottering and reeling the crew leave the ship. As the sun got higher, Hutch grew more and more became convinced that Alton Towers did have a skateboard park and the rest of the team were just trying to stop him having fun.

10



And here the team in their full (wet) glory. It was after seeing this line-up that Liz, our guide, decided to steer us somewhere dry - the food counter. Yum!

11



Liz assured us that the Runaway Mine Train was really sedate and not at all fast or curvy. Andy O and Jon showed a marked preference for good, solid land. Sensible chaps! This is what happened next...

12



Words suddenly become meaningless.

16



It was nearly hometime and Hutch had a quick word with Liz. After this he was tonnes happier and agreed to drive the rest of the team back to Bath. What was he up to?

17



What tired little people we all are!

Epilogue

Hutch took the team to Bath and then, to their consternation, turned the mini bus around and drove off down the road. The next day we got this letter:

Dear team,

I have decided to leave the Shed. I had a word with Liz yesterday and she said that I could come and live at Alton Towers and help design a new fabby super-futuristic skateboard park. Linda can be the Editor now, but she can't have my chair. Wrap it up carefully and send it on to Alton Towers. If you send me some Haylp! letters, I'll do my best to answer them.

Goodbye and keep up the good work. I'm getting a subscription so I can see what you're doing.

Groove on,

Hutch

You are at the top of a flight of ricketty stairs. Nearby is a kettle, a heavy gold watch, a squeaky frog, a Megadrive and a broken YS mug. Take three objects and turn to page 55.

T-ZERS

Not much T'zing to do this month, we're afraid. After his rapturous welcome last month, ***Turbo the Tortoise*** is all set for a sequel. He'll pop up on the Hi-Tec label later this year. Meanwhile, you could keep your eyes on the ball in ***Match of the Day*** – it's been given a slot in Impulze's summer line-up. Erm, and that's about it. T'zers over and out.

OTHER GREAT THINGS TO DO IN THE SUMMER

1. Go to Alton Towers (see previous page).
2. Go boating on your local river. This only works if you've had lots of rainfall in your area. Boating on sludge is horrible, punting's even worse. Bleurgh!

(*These pictures were taken before Hutch became enamoured of theme parks. We laughed when he fell in and, now that he's gone, we'd just like to say that we feel absolutely no guilt. Ha ha!)

3. Lots of other things like, erm, go for long picnics and bicycle rides down the canal path. Unfortunately we'd run out of money and Jane the publisher thought we weren't spending enough time in the Shed. Pah!





The Shed crew take to the water! Gasp and marvel at their skill and co-ordination! Or something.

YS goes punting! While the two Andys go off in search of a couple of rowboats, the gels take the opportunity to sit on a large piece of wood. Linda demonstrates exactly why she was voted 'Most photogenic' by her chums at school.



Ah, sunny riverbank days. How ples. Andy gallantly takes up the oars, Maryanne waves and Linda steers into a barge. Ha ha!



As Maryanne and Linda zip past at a rate of knots, Andy casually reaches out and hitches a lift. Friction burns ahoy!

ROCK AROUND THE CLOCK

FEBRUARY 1987

Excitement City Arizona, here we come! This one was actually quite, erm, informative inside but to our trained eyes it looks like they've missed a few words off the cover. *Short Circuit* was all about this sweet little robot who comes to life after being hit by lightning. He then decides that the world is a truly beautiful place and he doesn't want to go round killing people. Ahhh! This was the ish where T'zer became Ed and *Gauntlet.* was a super stonking megagame. *Olli And Lissa* was sitting pretty atop the charts and there was a Tarzan caption compo which was noteworthy for the extreme age and lack of hunkiness of the bloke playing Tarzan. (Jane and the chimp were alright though!)



No 5 once shook hands with Steve Guttenberg.

AT THE BUS STOP WITH Mrs Esther Attire

BUS STOP

Superstars are a bit dry on the ground this month, they must all be in Bermuda or something. We spent ages hanging round bus stops, but our star-detecting deelyboppers didn't perk up once. Whilst waiting outside Bristol Temple Meads station for a number 8 into town, the star boppers moved desultorily. They pointed at a rather unassuming-looking lady. Was she a star? There's only one way to find out...

YS: Hello! Are you famous?

Esther: *Sorry! I'm Esther, are you Pam's son?*

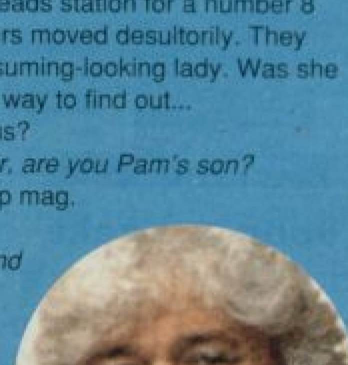
YS: No, we work for a top mag. Actually. Who's Pam?

Esther: *She's an old friend of mine, we used to tap dance together.*

YS: Ha! Were you ever famous?

Esther: *Well, we were once on the front page of Tap-tastic. It was a paper all about tap dancing and we'd just got these nice new frocks and ...*

YS: Erm, yes righty-o, here's our bus. Where's Johnny Morris when you need him, eh?



Esther once shook hands with top crooner Perry Como.

Jacking the wheel hard left and throwing the gears into fourth, you watch as the engine leaps through the bonnet of the car. The villain escapes! Turn to page 54.

HEY HO LET'S GO!

Welcome to the start of the reviews section! We've got the Jugglers, a reader's Top Ten and, after a bit of a break, the charts are back. It's just like the good old days, eh Spec-chums?

TOP TEN

Paul Woodburn of Rickmansworth, Hertfordshire has sent in his fave Magnificent 7 games. Take it away Paul...

- Impossaball
- Aliens
- Lemmings
- T'ai Chi Tortoise
- Astroball
- Space Crusade
- Seymour Take One
- Turtles: The Coin-Op
- Captain Dynamo
- Robozone

Thanks Paul, and if anyone wants to send in any chart whatsoever then put it in writing and send it to ***Hey Ho Let's Go*, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.**

CHARTS

1.	*Italia '90*	Tronix
2.	*Rainbow Islands*	Hit Squad
3.	*Dizzy's Excellent Adventures*	CodeMasters
4.	*Manchester United*	GBH
5.	*Bubble Dizzy*	CodeMasters
6.	*Seymour Goes To Hollywood*	CodeMasters
7.	*Golden Axe*	Tronix
8.	*The World Cup*	D&H Games
9.	*First Division Manager*	CodeMasters
10.	*Treble Champions*	E&J
11.	*Super Off Road Racer*	Tronix
12.	*Robocop*	Hit Squad
13.	*Bubble Bobble*	Hit Squad
14.	*F 16 Combat Pilot*	Action 16
15.	*American 3D Pool*	Zeppelin
16.	*New Zealand Story*	Hit Squad
17.	*Magicland Dizzy*	CodeMasters
18.	*Lotus Esprit Turbo Challenge*	GBH
19.	*Cricket Captain*	Cult
20.	*WWF Wrestlemania*	Ocean

JOYSTICK JUGGLERS

Well hey, hey, hey! So old Hutch, in a desperate attempt to find himself, has decided that the only way forward is to build futuristic skateboard parks. Intrigued, we asked the rest of the team if they'd ever made any attempt whatsoever to find themselves, and if so – how?



Linda Barker The new and most beloved Ed thought long and hard about this one. Then she wandered off to the photocopier. When she came back she had this to say, "I read On The Road by Jack Kerouac which is about this beatnik bloke driving across America, he had a really good time and discovered himself. I thought this sounded like a pretty cool idea so I decided to try it for myself. I went to hire a beaten up old car and then remembered that I couldn't drive. So I thought I'd take the Greyhound, cos that's still pretty darn cool. I went to the bus station but they only had loads of National Express coaches. I've not got anything against National Express coaches, it's just that they're not very hip." So you didn't go on a journey of self-discovery then? "Oh, I did. I got a train to Cromer, sat on the beach and ate crabsticks. I found my true self on that beach." Natch.

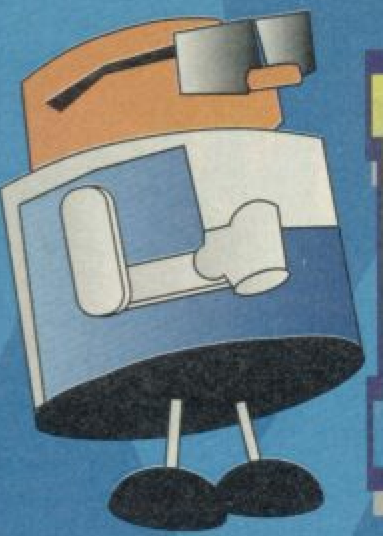


Jon Pillar Intrepid staff writer Jon is always embarking on highly adventurous journeys. In fact he travels to Bath every morning from distant Cardiff. But where does the discovery element come into it? "On every journey I take, I discover something. Sometimes it's something really boring like a paper cup stuffed under my chair or the fact that they've put some new soap in the toilet. But sometimes I make completely amazing discoveries about myself, for example only this morning I looked out of the window and saw a lamb frolicking. Then I suddenly noticed that I was only wearing one sock. I was stunned at my forgetfulness and vowed to always look at my feet before I left the house." And you lot thought self-discovery was all about pain and angst. Pshaw!



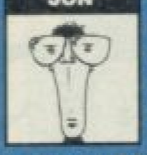
Stuart Campbell Top BMX Bandits' fan, Stuart often travels immense distances to see his favourite group. What we want to know is – has he ever felt the urge to get on completely the wrong train and travel to strange faraway cities? "No, not at all. As soon as I get on a train I put my headphones on and settle down to a few hours of ace grooves and top pop tunes." So you've never been intrigued to know where the train could take you? "It tells me where I'm going on my ticket. What are you going on about?" Self-discovery. "Well why didn't you say so in the first place? When I was sixteen I packed my bags and left home to go to college in Edinburgh. It was a journey and I discovered a lot about myself. But none of this is as exciting as the last time I went to see The B..."

"It's a fair cop," sobs Andy. "I just couldn't bear to be without a Speccy. I'm gutted matey, and no mistake," he sniffles. Touched, you let him off with a sharp clip to the ear and his promise that he won't do it again. Turn to page 67.



BONANZA BROS

US Gold/£11.99 cassette
☎ 021 625 3388

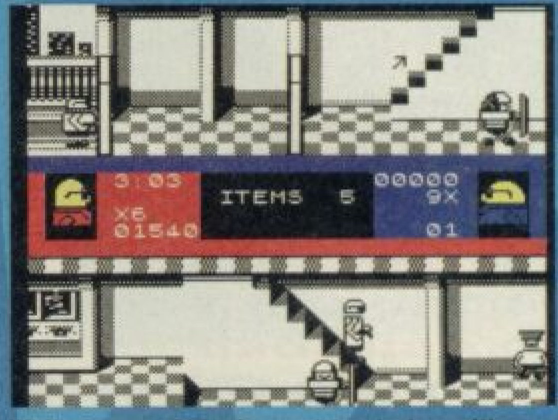


JON

The rich have a long tradition of being slightly eccentric. Take Jean Paul Getty, for example. More money than a giant redwood has atoms, and rumoured to like sleeping in a barrel. Or something. Anyway, the millionaire in *Bonanza Bros* is a case in point. He wants a couple of crims to rob his places of business just to prove it can be done. What a loony, eh? Probably spends his free time wearing pyjamas and ruing the loss of his sledge.

As befits a Japanese coin-op conversion, *Bonanza Bros* is replete with preposterous names. The screen glows with such luminaries as 'Mobo,' 'Robo,' er, 'Bonanza,' 'Sega,' 'US Gold,' and 'Program: Bonanza.' Actually, the game doesn't feature many stupid names at all. Only two in fact. Blimey, I seem to have exhausted the review already. Oh hang on, I could mention the game I suppose. It's a split-screen dash-about affair, with you (and a pal) playing Mobo (and Robo). You have to penetrate ten swish and snazzy buildings, and clear them out under the noses of the security guards. In your favour, you've got paint guns that stun the guards for a few seconds, and a fleet pair of





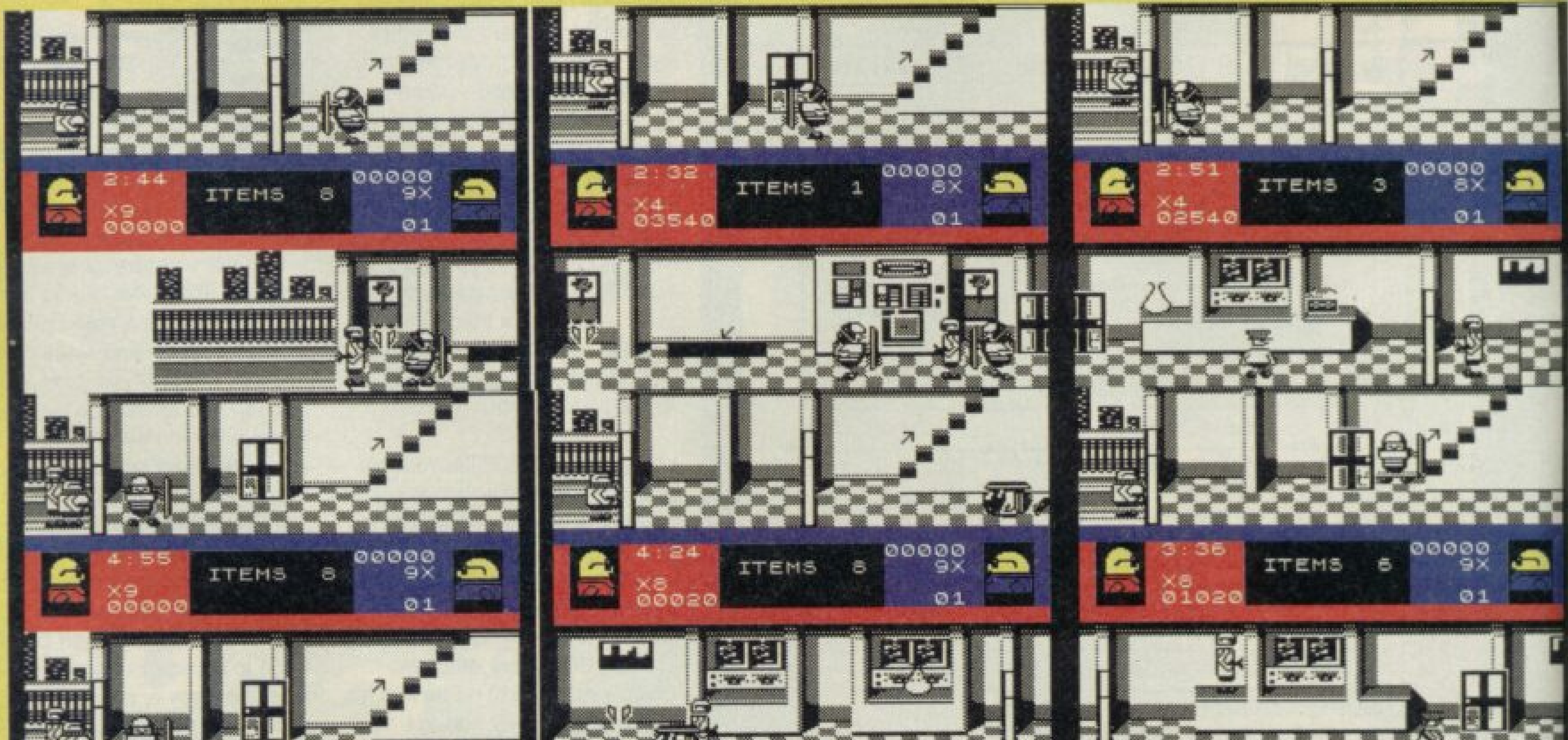
While Sneezy O'Toole went toe-to-toe with a closed door, Sneaky Jim sat on the stairs.

pegs. On the downside, there are oodles of guards, a load of booby traps and the lawyers from Twentieth Century Fox to contend with.

BURGLARY MASTERCLASS with Profes

'Ello. This week, how to break into a mansion with the aid of Mobo, Robo an

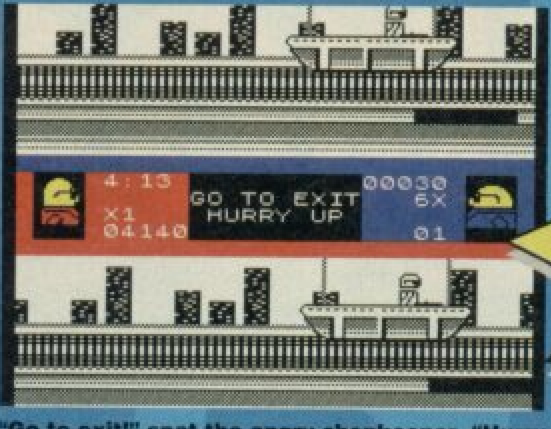
Right. Here we are on Level One. The first thing to do is take a squint at where you are. You're on the bottom screen of the two, which is where the interesting things will happen. And here we go. (Cough.) Straight ahead as you enter the place is a guard with a paintproof shield. Nip along the back wall to let him pass, grabbing the goodies as you go. A hop, skip and a jump away you'll come across one of the guards in the peaked caps. These little blighters move along like billy-o, so leap up onto the furniture to avoid them. Up some steps, jink through the doors (be sure to jump over the raised platform in the floor) and zap the guards when their backs are turned. Unsporting I know, but all's fair in love and housebreaking. That's what my Uncle Ab used to say, before they shot him.



You stand just inside the Shed door. A horrible coffee machine stands to one side. If you've got the kettle, turn to page 19. Otherwise, turn to page 59.

TOP CRIMS THROUGH HISTORY

The Black Phantom
The Phantom struck over twenty times from 1930 to 1936. His target each time was Mrs Libbo's Laundry on East 15th Street, New York. At the dead of night he would sneak into the building and make off with any laundry that was lime green.
Sandy Ebullience
Sandy was the criminal mastermind behind The Other Great Train Robbery of 1963. While the attention of the police was diverted by the original heist, Sandy and her crew nipped in and made off with a 40962A/C Little Smokey diesel engine.
Robert Maxwell
(Hold it right there! Jane the Publisher)

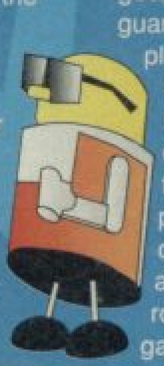


"Go to exit!" spat the angry shopkeeper. "Hurry up!" He was like that, was old Mr Semblance.

BAT BLIM!

Before he settled on the name Robin, Bob Kane considered the names Bat Lad, Mighty Michael and Kevin for the Caped Crusader's sidekick.

(This is a mightily obscure reference to the Bonanzas' catchphrase, 'I'm Mobo/Robo, who the hell are you?' which just happens to be exactly the same as Bart Simpson's. Not that I ever watch The Simpsons of course, my house remains satellite-free. Although they were good when they were on The Tracy Ullman Show. Um, or at least someone who watched The Tracy Ullman Show tells me. Erm, I think I'll close this bracket now.)



Meanwhile, back with the game

Bonanza Bros is one of those games that sound far more fun than they really are. It *is* a good laff jogging around the place, zapping guards and blagging swag. It's best with two players, because then you can divide up the workload and send your pal off to do the hard bits while you head straight for the exit. (Heh heh heh.) Um, and that's all there is to it – run around, shoot robots and pick up objects. Variety comes in the shape of extra baddies, more cluttered buildings and the occasional special effect (like the rope slides on Level Two). Apart from that, gameplay is pretty much of a muchness.

In its favour, it is rather playable in a five-minute wonder sort of way. The prob is, it's an exceedingly pernickety game. For a start, the controls are awful – pressing fire shoots your paint gun, but to jump you have to hold the button down, then release it and jiggle the joystick. Very annoying, and more than a little frustrating when you're trying to leg it away from the bad guys. (Or should that be good guys? But I digress.) Secondly, getting onto the raised platforms that litter the floors is a task in itself. Thirdly, although the screen scrolls smoothly and quickly in one-player mode, two-player mode causes Mobo's bit to



Humble Jack Smoo outwitted the guards by jumping on a plinth and impersonating a vase.

go horribly jerky. Fourthly... well, it'd take ages to go through the lot. Suffice it to say that the game is really fiddly to play, which is a shame.

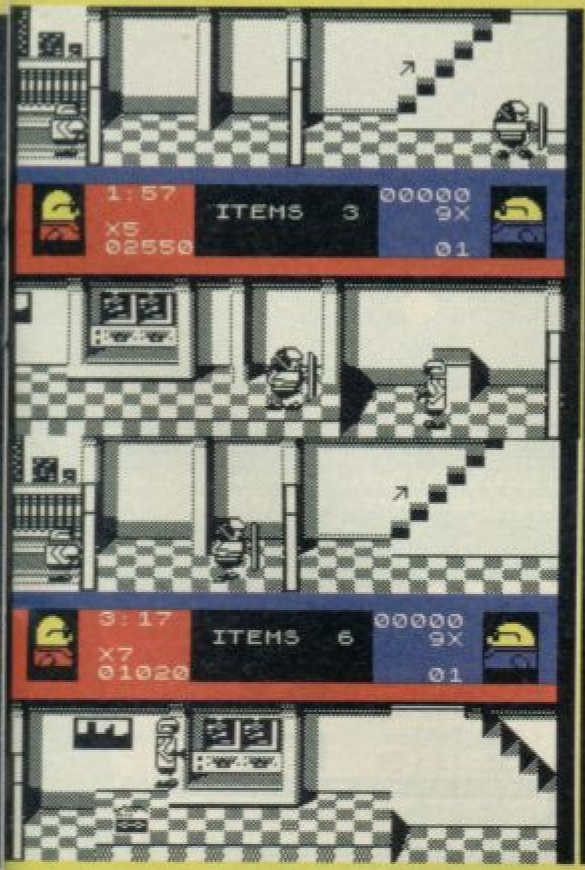
So. Overall, a fun little *Spy vs Spy*-ish game that falls down in two important areas; long-term appeal (there isn't any) and gameplay (you end up throwing a wobbly cos of the exacting controls.) Apart from that, it's pretty darn spanky.



ssor Fingers

d this handy-dandy map.

One quick shufti round the building later and you're ready to make your getaway. Bolt for the roof and hang around anxiously for your airship. There – easy, wasn't it? One security force thoroughly tested, nine to go.





FINAL VERDICT

80 60 40 20

LIFE EXPECTANCY 52°	ADDICTIVENESS 50°
GRAPHICS 70°	INSTANT APPEAL 70°

DIAGNOSIS
Far too fiddly to make the grade, but a quick blag now and then is good fun.

66°

You should have listened to Andy! The train whisks you off to dreaded Newport station, and leaves you there, trapped for all eternity. Turn to page 54.

Championship 3D SNOOKER

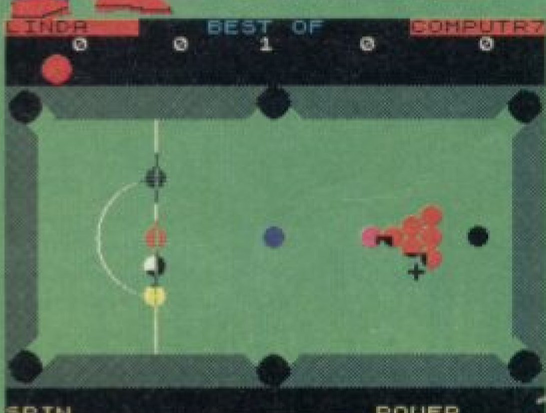
Zeppelin/£3.99 cassette
☎ 091 385 7757



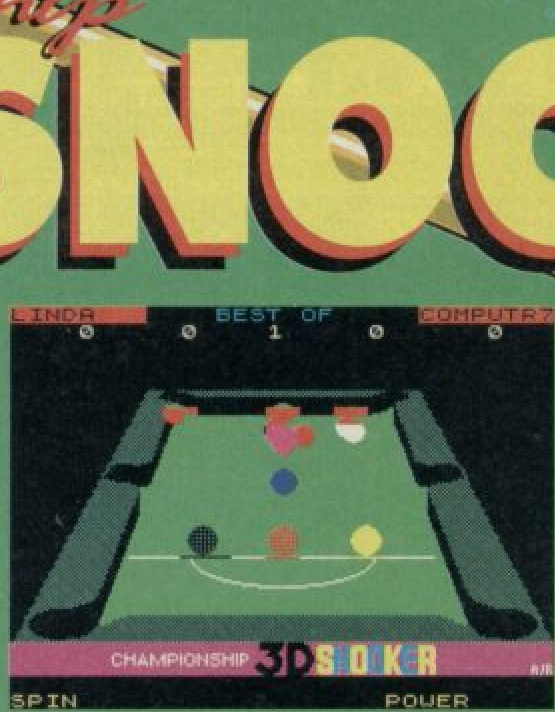
Computer snooker, and pool, fill a gap in my life. Y'see, I cannot hold a cue. I've tried, but I just can't do it. The last time I did it I made a very tiny hole in the baize. It was hardly anything but my brother refused to let me have another go. If only baize was less expensive, I could be a really cool snooker player by now. Probably.



Even though I really enjoy snooker, and pool, I'm not even going to pretend I understand how they work. Instead, I'm going to curl up for a bit and have a good old read of the inlay. (A few minutes later.) Hmm, well you should always pot the red balls first and then all the coloured balls in a certain order, oh - and you have to hit the ball you're meant to otherwise it counts as a foul shot and the other player gets tonnes of points. I have now imparted to you the entire contents of the very small section of my brain labelled 'snooker'. On with the review...



Dead simple control method, this. Just wobble the crosshairs onto the spot you're aiming for, hold down fire to build up power and choose the amount of ball spin. Whizzo!



And here's 'Deadeye' Linda in action. She bounces the cue ball off three cushions, pots the red and rolls gently back to a perfect position for the black. NOT!

Screw back for the black

I think we should get the gripes over with first, then we can finish on a high note and all feel really happy. This is always a good thing. It's the same principle with desserts. Despite what you may think when you're younger, it's not a good idea to eat your apple crumble and custard first. It just make the pie and mash seem even more unexciting. (A surefire way to get round this is by only eating dessert.)

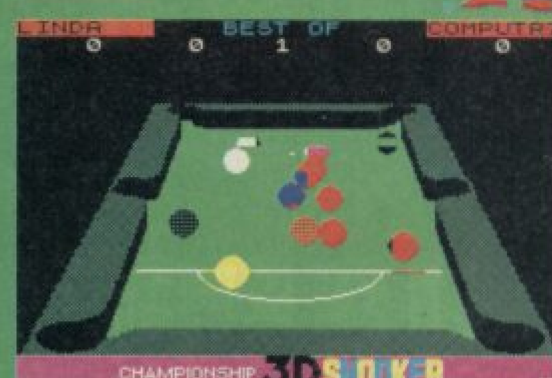
Anyway, there's only really one thing wrong with *Championship 3D Snooker* and that's the 3D bit. Honestly, shading a few balls doth not a multi-dimensional viewpoint make. At times it is very hard to make out what's going on, and the attempted 3D only makes matters worse. As you play *C3DS* your eyes gradually adjust to the fuzzy 3D and you can actually pretend it isn't there.

Championship (3D) Snooker is perfectly playable, there are all the usual difficulty levels, leagues and league tournaments. At the lowest level, which is about all I'm fit for, the computer really is a duff player. But don't let this fool you because, as you move on up, the old Speccy can pull off some blimmin' fancy shots. Mind you, with a bit of practice I'm sure I could spin the white ball off the back cushion so that it swerves unbelievably and knocks the red into the furthest pocket. Honest.

Cue, aim, fire!

So, Zeppelin would have been much better to stick with good old two-dimensional flatness, but then I suppose there would have been absolutely nothing new about this game to make us all rush out and buy it. Gripe over, the best thing about *C3DS*, to finish on that aforementioned high note, is the fact that up to eight people can play. Yep, I said eight! So the next time a hard rain starts to fall and you don't feel like writing that page and a half on why you had such a great summer holiday, just get on the phone. Call your mates, raid the fridge and get them all round for a quick game. It's better than a kick in the eye.





Action replays, eh? Relive all those cringingly embarrassing mistakes in slow motion. Wow.

IN CELEBRATION OF GREEN BAIZE

- Billy The Kid and The Green Baize Vampire was, surprisingly enough, a rather good British musical. It was on Channel 4 a couple of years ago.
- The making of green baize is actually the staple industry of many old industrial towns. They used to make cotton and wool but green baize is all the rage these days.
- Nobody knows why baize is so expensive, but it is. If you don't believe me, just go and rip a teeny tear in your local's snooker table. The landlord will come rushing out from behind the bar, give you a very nasty look, bar you from the pub forever and ask you for £2,000. Alternatively, give the manufacturers a call. You'll come to less harm that way.

FINAL VERDICT

80 60 40 20

LIFE EXPECTANCY 70°	ADDICTIVENESS 62°
GRAPHICS 58°	INSTANT APPEAL 72°

DIAGNOSIS
Cheap and cheerful snooker sim

70°

The best and most sensible thing to do in the circumstances. You drive off. Ahead of you is a T-junction. Will you turn left (page 10) or right (page 53)?

INTERNATIONAL FIVE-A-SIDE FOOTBALL

BAT BLIM!

Despite the massive budget, Batman was not the most expensive film ever made. That dubious honour belongs to Cleopatra, which didn't feature any bats.

Zeppelin/£3.99 cassette
☎ 091 385 7755

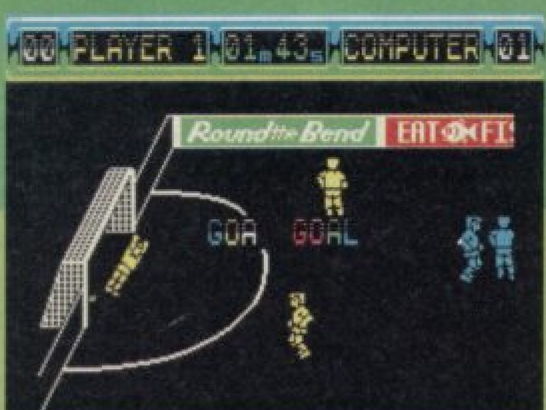


Footy, eh? I can't fathom it. At the time of writing (Monday), the European Championship is still going on, and I've completely given up trying to figure it out.

You can, therefore, imagine my unbridled joy when Linda sent this 'un curving in a lazy arc towards my bow-legged desk. I loaded it up with trembling hand, but that was because the tape had caught me a nasty blow on the wrist. But enough of this whimpering nonsense. Onto the game. *(Yes, we were kind of wondering when you'd get round to it. Ed)* It's a game in the tradition of *Match Day*. You know the kind – no tables of results, no fiddling about with the vital statistics of the substitute left-flanker from Key Largo, just straightforward ball-booting. Well, hurrah! That's what I say. Hurrah.

Socked!

Hurrah for the idea, anyway. The actual game itself is a different matter. It starts sweetly enough. You waddle around a few menus, choosing your skill level, a one- or two-player game and which country you want to represent. Then it's onto the pitch and hoo boy, into a whole passel of trouble. (As they say down the Southern way.) Your amazingly ugly players jerk around the screen like an embarrassingly hopeful audition for Thunderbirds. Meanwhile, the push-screen scrolling causes your opponents to leap about six pixels at a time, juddering so badly as to raise knowing tongue-clucks from passing temperance workers. It really is a shambles.



Master criminal and part-time florist Goa Goal was foiled in her attempt to escape disguised as a footballer. As the crowd shouted her name, Goa slumped to one side despondently.



Dickers and the boys struggled manfully to understand the meaning of life. As part of their long quest for enlightenment, they ran around a corn circle and chanted songs.

Maybe, though, the gameplay is so tremendously wonderful that it saves the game? Sadly, no. The inlay boasts that *5-a-Side* is, and I quote, "played to full soccer regulations... it is an accurate simulation of the real game, covering all playing possibilities." Evidently, they've forgotten the asterisk and the tiny text at the bottom of the page, saying: "This is a complete lie." The game is more simple than Simple O'Simp's remarkably uncomplicated cousin Reg. You just nip about, bouncin' the ball off the sides of the pitch (yup, the game's played inside an invisible box) and attempt to beat the Speccy-controlled goalie. There are a few things that impressed me. Firstly, the player you're controlling is really easy to spot, cos (a) the graphics are large, and (b) he flashes like a Three Mile Island tourist. Secondly, no player is allowed inside the five-yard box, so careful shooting is the order of the day. Thirdly, you can switch control to the player nearest the ball by bashing the fire button. Apart from that, alas, it's a bit of a clunker.

Tackling consists of running at your opponent and getting the ball from him. Works every time. Actually booting the thing is a bit more cunning – the strength of the shot depends on how long you hold down the fire button. However, even at full whack it's a pretty measly shot. The overall effect is of, well, an incredibly poor footy game played rather slowly, really. Tch, eh?

5-a-Side is a remarkable achievement. Yes, considering that *Match Day 2*, the Speccy's finest footy game came out yonks ago, it's remarkable that *5-a-Side* manages to be so bad. Yuk, yuk and thrice yuk. ✪

FINAL VERDICT

LIFE EXPECTANCY 20°	ADDICTIVENESS 10°
GRAPHICS 30°	INSTANT APPEAL 20°

DIAGNOSIS
Simply put, the fourth worst game I've ever played.

20°

BATMAN RETURNS: To the Bat-Poles!

BATMAN RETURNS Opens July 10th 1992 and is released by Warner Bros



High, high above the streets of Gotham, a sleek shadow roams the silent rooftops. A padded suit, a yellow badge, a pair of pointy ears and an attitude – it's Batman! (Who else?)

Hold onto your hats folks – the man with the ears is back! Yup, in an attempt to recapture the success of the original Batman (the sixth highest-earning film of all time), the second film sees the return of director Tim Burton, star Michael Keaton and probably the most famous black suit in the pictures (except Zorro's). The YS crew Bat-danced their way into Gotham City to bring you the story.

Batman Returns is not so much a sequel as another episode in the saga of the Caped Crusader. The Joker has been scraped up and neatly put away in a drawer somewhere, and things have been fairly quiet in Gotham City. Lately however, there have been a spate of robberies committed by a mysterious and shapely figure that the Gotham press christen

So what about the 1989 Batman then?

★ **Andy O** – It was much better than I thought it was going to be. All that hi-tech gadgetry and neo-machinist pseudo-organic post-Gothic architecture showed a distinct Bosch influence and was peachy swell.

★ **Linda** – I really enjoyed the film, but I think that using Prince on the soundtrack was a big mistake. They should have asked Sweetest Ache to do it. Definitely.

★ **Maryanne** – It was good fun, but I really hated the Vicki Vale character. What kind of

Meanwhile back in

The Scene: the front parlour of the Batcave. Alfred has just poured afternoon tea, and Batman and Robin are settling down and reaching for the biscuits. Their conversation turns naturally to the subject of Speccy

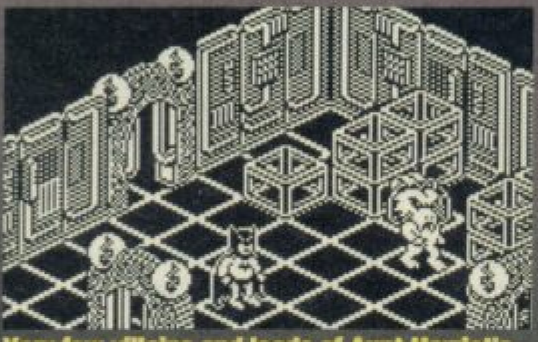
BATMAN 3D

The first Speccy game to feature Batsy, *Batman 3D* is an isometric puzzle game from the keyboards of Jon Ritman and Bernie Drummond, who later went on to write *Head Over Heels*. The story is that Robin has been kidnapped, and Batman has to find him. First of all though, he has to put together the Batmobile which has been carelessly left all over the Batcave. Unfortunately, there be monsters 'ere, so Batman has to tread carefully. Um, this one's so old we couldn't find the original review. Sorry. Rest assured, it was quite well-received at the time. Probably.

Batman Says: Ermm... well, it's a good first attempt, I suppose. Although it features a lot of me, there isn't really much else about the Bat-world there. Lots of playability though. But how come I look so fat? Tsk.

Robin Says: Holy Ludicrously Tenuous Tie-in!

Bat-Mark '92: 82%



Very few villains and loads of Aunt Harriet's lush and gorge home cooking conspired to give Batman an cuddly appearance that was very deceptive.

BATMAN THE CAPED CRUSADER

Robin's got himself kidnapped again, the careless silly. This time Batsy has to solve two arcade-adventurey sort of games and defeat The Joker and The Penguin. Back in issue 64, YS said of this little spanker, "The basic idea is to traipse around Gotham City, biffing the villains' henchmen and solving puzzles... Graphics are crisp, there's a snappy title tune, and as you'd expect from top programmer Jonathan Smith, you couldn't get this game more polished if your name was Mr Sheen... It has a nice line in humour and oozes playability... The spankiest comic conversion since *Dan Dare*."



It was after seeing himself in *Batman 3D*, Batman underwent a strict diet and exercise programme. For *The Caped Crusader*, he was at his peak and jolly sexy.

Batman Says: This is more like it. I'm really heroic in this one, bashing up thugs and goons, and solving some quite tricky problems with customary brilliance. Excellent stuff, even though my powerfully-thighed legs do look a bit on the stubby side. Tch.

Robin Says: Holy Snazzy Gameplay!

Bat-Mark '92: 92%

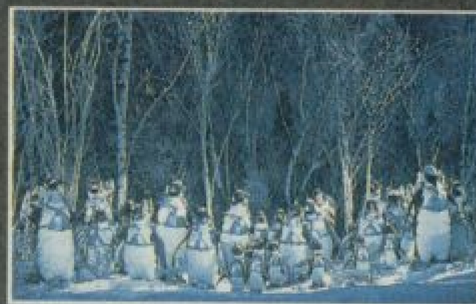
BATMAN THE MOVIE

The game of the film (natch), this is a multi-part driving and shooting affair. Turning back the tides of time to issue 71, we find YS saying, "The gameplay is a neat combination of two styles – the four-way scrolling platform shoot-'em-up, and the horizontally-scrolling driving game... It's jolly good fun and quite addictive, but there's a problem... just as you feel you're getting somewhere, you run out of energy and get sent back miles... The driving sections are fairly playable..."

Spec Tec steps out from behind a potted plant and offers to swap an object for a handy Batarang (adds 5 to POW). Make the swap (or don't) and turn to page 21.



The Batmobile is Batsy's pride and joy. It does 0-60 in ooh, about that long. Pity about the ozone layer though.



The Penguin's penguin army. Y'see, Mr Beaky prefers fiendish fowl for the strongarm stuff. They're *that* hard.



Ha! Sinister Cat-girly, your wily charms are to no avail. I sneer at your clever tango, cos I'm the hero of this picture.

'Catwoman.' Not only that, but dodgy businessman Max Shreck has liquidated his holdings and floated a conglomerate (or something equally incomprehensible but financially scary). To top it all, a gang of utterly bizarre circus performers has been seen gallumphing about the streets. Nobody knows why. Lawks a mercy!

Into all this wibble and silly business comes The Penguin, a kind of supervillain with feathers. He's hatching a sneaky plot to destroy all of Gotham City, the beaky bounder. It's up to Batman to save the day, pluck The Penguin, upset Max's finances, stop the loony circus crew and fall in love with Catwoman.

Whatwhatwhatwhatwhat? Yup, Batsy falls for the feline felon in no uncertain way (it's all that leather gear, or something). Unknown to him, she's really Selina Kyle, society gel, who's catching the eye of his alter-ego Bruce Wayne. Blimey. So Batsy and Catsy are falling in love with each other twice, if you see what we mean. Love, eh?

Batman Returns aims to upstage the original in terms of sheer spectacle. Gotham City has been reconstructed in the Warner Bros studios in Burbank (the original Pinewood set was damaged by fire in 1991) along with a clutch of new sets, including The Penguin's secret hideout beneath the Gotham Aquatic Zoo.

Some of the best special effects people in the business have been roped in to provide, um, the special effects – including industry wizard Stan Winston, one of the fellows behind Terminator 2. As a measure of the kind of detail invested in the picture, Tim Burton decided to cool the air on set with giant fans – just cos the action's supposed to take place in winter! Directors, eh? What a bunch of loonies.

Well, it all looks fabulous, and you can see for yourself from July 10th, when the film opens throughout the world and Basingstoke. As for us, well, Linda says she can get us in to see it for free (as long as they leave the fire exit open, or something). Hurrah!

role model is she for the younger generation? Standing around and screaming a lot when The Joker appears. Pshaw! If that had been me, I'd have given him such a kicking.

★ **Jon** – What a terrible film. The story was non-existent, the dialogue was awful and the effects were risible. I mean, come on, when Batman and Vicki Vale dangle around Gotham City cathedral on the bat-rope at the end, it's obviously two Playpeople on a bit of string. What a mess. And it was too dark to see anything, and the remote-control Batmobile made the character of Batman redundant. And the sets were overbearing. I liked the music though. *(What a grump, eh? Everyone else)*

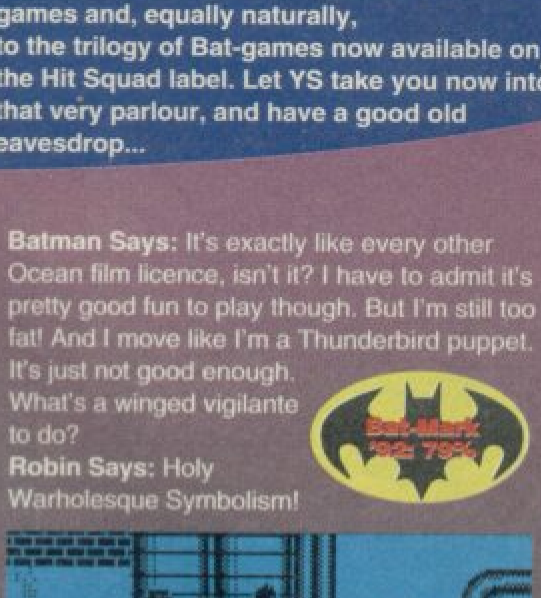
n the Bat-cave...

games and, equally naturally, to the trilogy of Bat-games now available on the Hit Squad label. Let YS take you now into that very parlour, and have a good old eavesdrop...

Batman Says: It's exactly like every other Ocean film licence, isn't it? I have to admit it's pretty good fun to play though. But I'm still too fat! And I move like I'm a Thunderbird puppet. It's just not good enough. What's a winged vigilante to do?

Robin Says: Holy Warholesque Symbolism!

Bat-Mark '92: 79%



After *The Caped Crusader*, Batman tried to stay trim by eating a pound of carrots a day. Unfortunately, he was tempted by villainous cream-filled pastries.

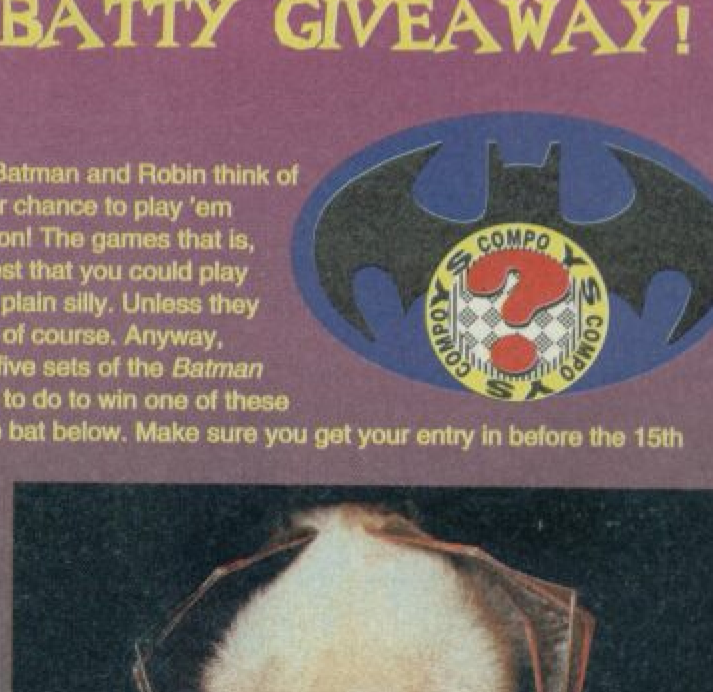
COMPLETELY BATTY GIVEAWAY!

You've heard what Batman and Robin think of the games – now here's your chance to play 'em yourself and form your own opinion! The games that is, not Batman and Robin. To suggest that you could play Batman and Robin would be just plain silly. Unless they were names of electronic organs of course. Anyway, Kuddly Ken from Ocean has got five sets of the *Batman* trilogy to give away. All you have to do to win one of these tremendous trios is to identify the bat below. Make sure you get your entry in before the 15th August. And, this is the hardest bit, get picked out of Linda's latest batty hat.

Is this funky flying mammal a...

1. Mongolian fruit bat?
2. Lesser horseshoe bat?
3. Moulinex blender bat with secret finger attachment?

Send your answer to *I Don't Care What Anyone Says, I Like Hanging From This Branch By My Toes And I'm Going To Stay Here Until Teatime. So There.* Compo, YS, 29 Monmouth St, Bath, Avon BA1 2DL.



The Minature Spotted Grebe is a very rare bird indeed. In fact, it's so rare that we don't have a picture of one. Mind you, we have got this bat which is much more useful considering that it's a compo about bats. Ahem.

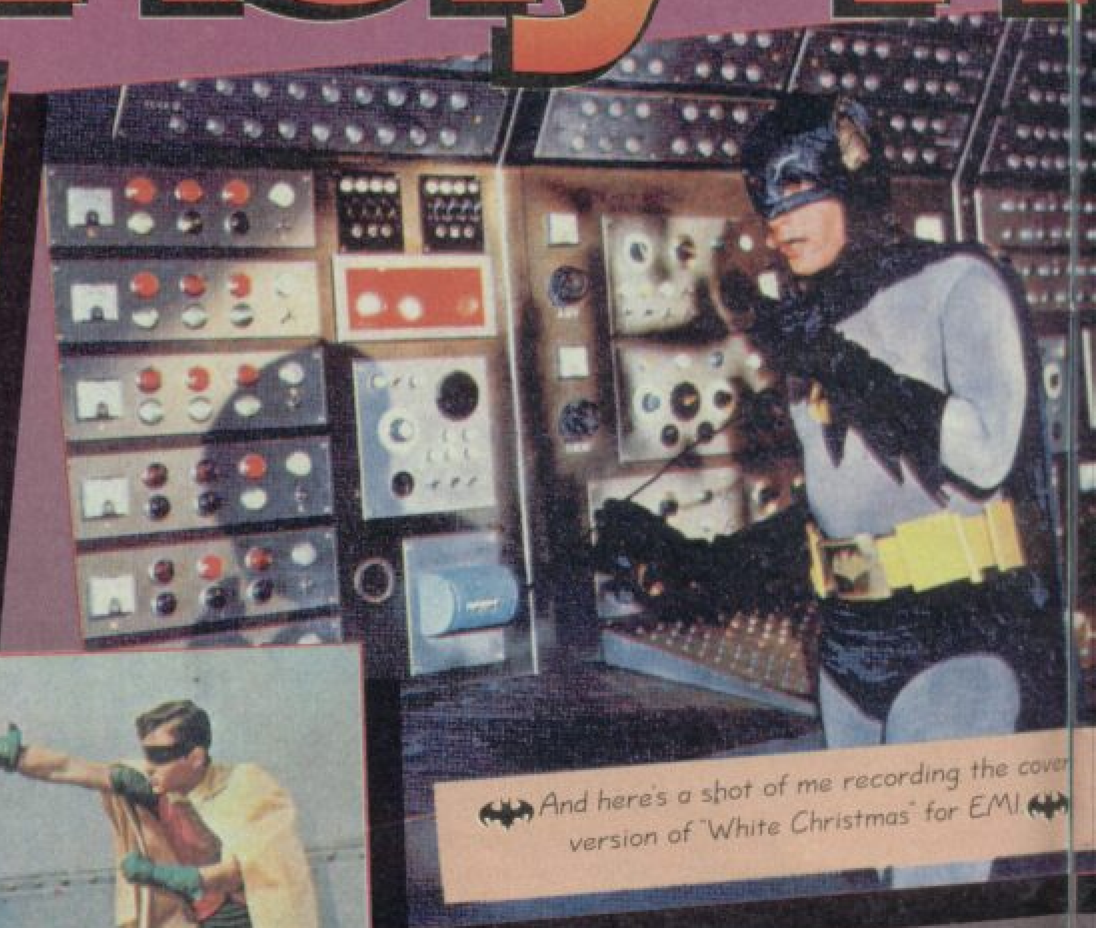
You pass the charts down to SAM. His dome turns purple as he notices the complete lack of Coupé games. He attacks you! His ZAP rating is 15, his POW rating 15. If you beat him, stagger on to page 8.

BATMAN RETURNS

Holy H



Here are Robin and I practising for the All-Gotham Totem Pole Contest.



And here's a shot of me recording the cover version of "White Christmas" for EMI.



Robin accidentally punching Aunt Harriet out of a window. How we laughed!



Ah, a day on the lake. In this photo we've just torpedoed the YS rowboat.

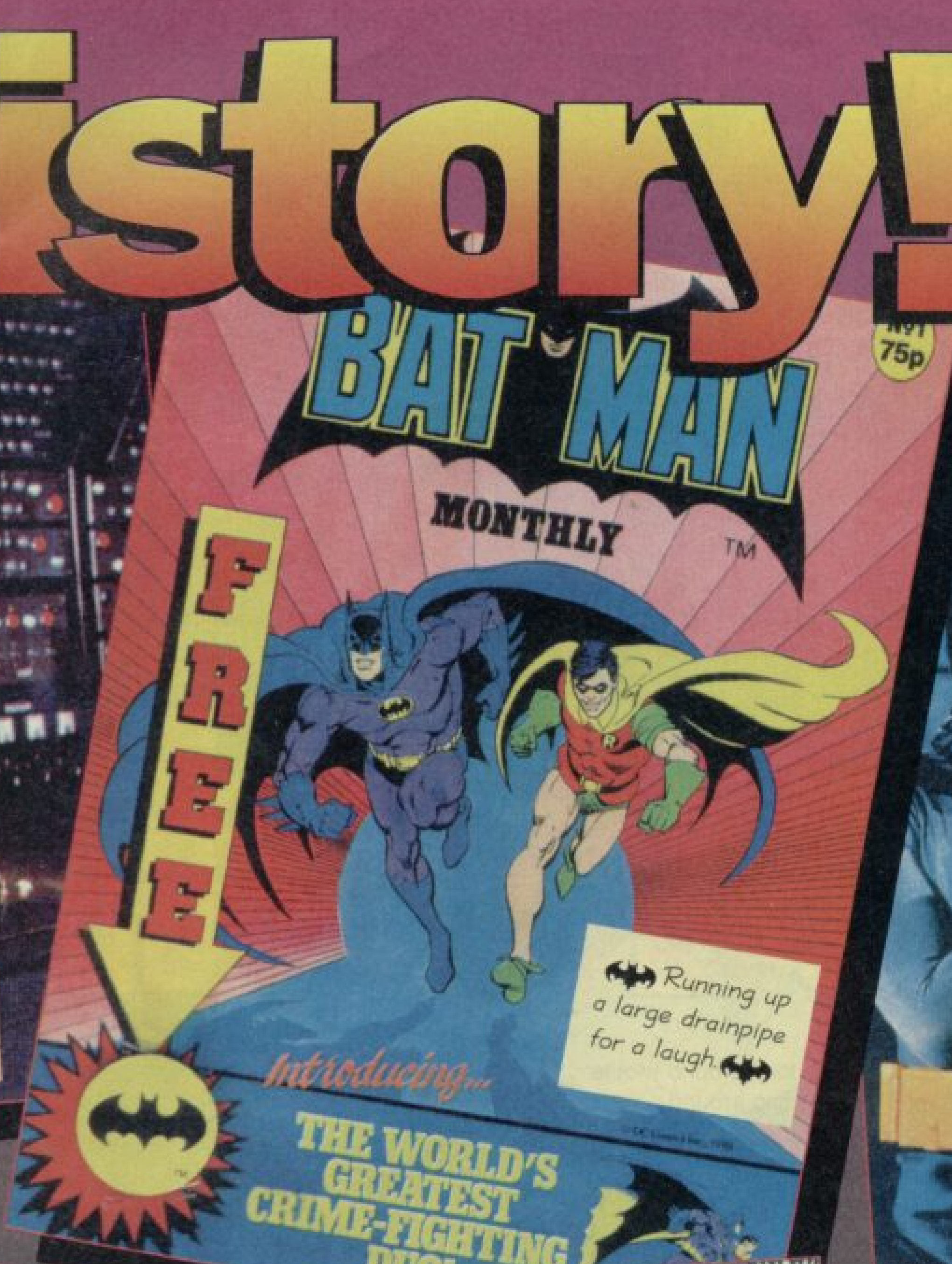


Can't remember why Robin's wear scaly underpants for this one.

As you whip the Megadrive from your utility belt, you are trampled to death as a traitor by some passing Spec-chums. Turn to page 54.

istory!

Hello again Bat-fans, the Caped Crusader here. I thought you might appreciate the opportunity of joining me for a quick look through the Bat-scrapbook. Ah, happy memories!

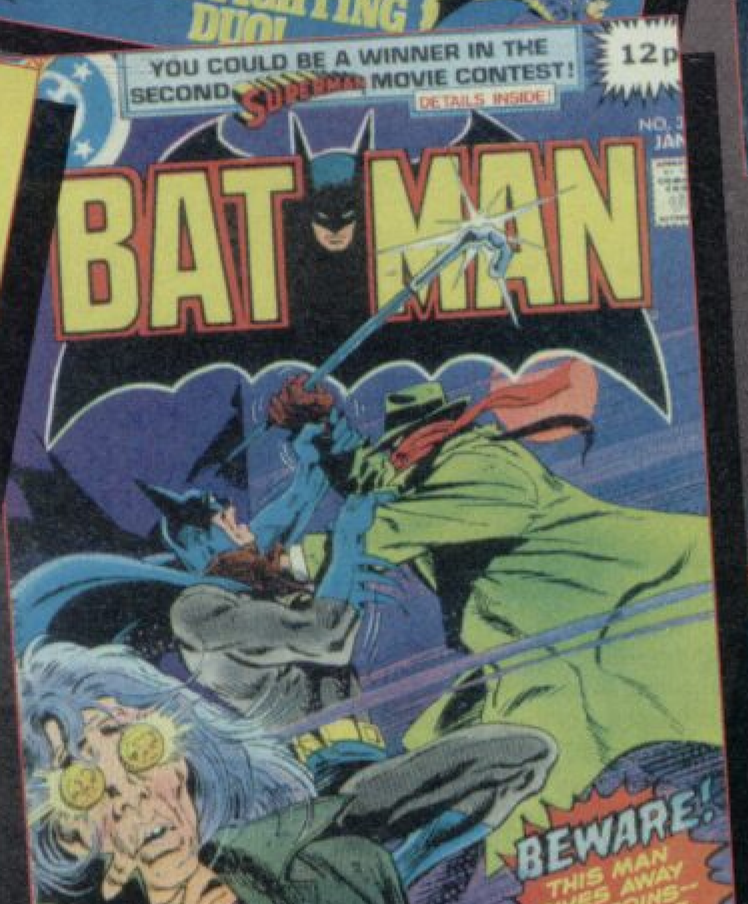


Running up a large drainpipe for a laugh.



Teaching Robin to hand-jive for the Annual Gotham High School Hop.





Me being attacked by a mystery killer with a lumpy cane. Basically.

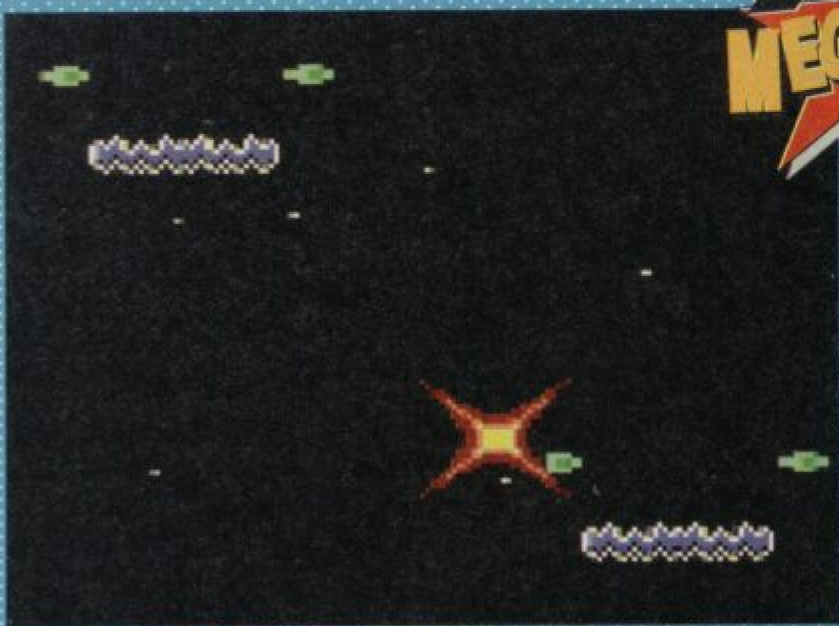


Our old foe The Joker. The bounder's not even smiling for the camera.

BATMAN FEATURE

You donate it with a warm feeling in your heart. Have a clue – take note of Andy's warning. That is all. Turn to page 59.

YS MEGAGAME



You join us here at a veryy exciting part of the game. Or is it a picture of two green-eyed greeblies smiling into space? What a mystery.



I think the Speccy version of *Astroball* exhausted all the 'dull screenshot' jokes, so here's something else. It's a train.

SAM Astroball

Revelation/£9.99 SAM disk
☎ 0792 700300



JON

You can't keep a good ball down. Fresh from her triumphantly Megagamed debut on the Speccy, *Astroball* has rolled onto the Coupé. The question on everyone's lips is, can she repeat her earlier success? Or will she fail miserably, a-tumbling by the roadside in pathetic sobbing distress, or what? Well strangely enough, that very question will be answered in the attractively-spaced clumps of words that follow. Spook, eh?

You all remember the plot to *Astroball*. Oh come on – you must do. It's about a ball who has to bounce around some floating clouds, grabbing coins while avoiding sharply-edged diamond stars.

And that's it. There's some background wibble but it all boils down to springing around with skill and gay abandon. "Yes, yes!" I hear you cry. "That's as maybe, but what's it actually like?" Of course, I can't really hear you say that. It's just me being a bit clever and attempting to involve you more in the whole reviewing experience. Ho hum.

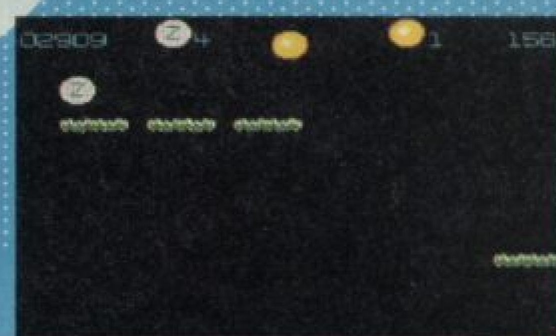
Seventh heaven, cloud nine

If you cast your critical eye back to issue 78, you'll find our noble reviewer (um, me actually) wittering on at length about "sweaty-palmed action," and "gameplay so addictive it's unhealthy," concluding that "the whole thing's been put together with loving care and a spot-on attention to detail," before tripping into the sunset with the remark, "It's ripping stuff."

Right-ho, that's today's lesson in self-plagiarism. What I'm trying to say, in my coy and roundabout fashion, is that Speccy *Astroball* was a corker – and the SAM conversion is just the same. It's addictive. By Jingo, is it addictive. By jiggling the ol' joystick you exert a wobblingly large amount of control over Astroball – basically, once she's in the air, you can move her about all over the place until gravity gets the idea and decides to spoil the fun. So, with a bit of practice, you can send the ball into a lazy arc that picks up a couple of coins before twiddling the joystick minutely to drop her safely onto a platform. Or maybe not. Y'see, you can only see a part of the playing area at one time – the vertical scrolling quite successfully hides the important bits until you stumble with loud screams upon 'em. I love it. I really do.

BAT BLIM!

The Albanian moss bat, which survives entirely on moss, foils predators by pretending to be a fish.



At the moment, the Disposable Heroes of Hiphoprisy are on the Shed tape deck.

Graphics are slightly better than the Speccy's, with dashes of colour and, um, some more dashes of colour. Sound is... different – there's a fairly horrible title tune, but some smashing clangy effects, and a really brilliant scream when Astroball drops stomach-wrenchingly through empty space. It all goes to create a splendidly spooky atmosphere. Sadly, the mini-*Galaxians* when you complete a level has been lost. Actually, the whole thing seems dramatically harder this time around – things get spectacularly tough from Level Two onwards. Tsk.

Okay, so that's a base score of ninety, with a couple of extra marks for the sound.... minus a few for losing *Galaxians*... multiply that by two... take away the number you first thought of – well, blimey. It's a Megagame all over again. Hurrah!

FINAL VERDICT

LIFE EXPECTANCY 88°	ADDICTIVENESS 94°
GRAPHICS 52°	INSTANT APPEAL 75°

DIAGNOSIS

Just as much fun as the Speccy version, if not more so. Screamingly playable.

90°

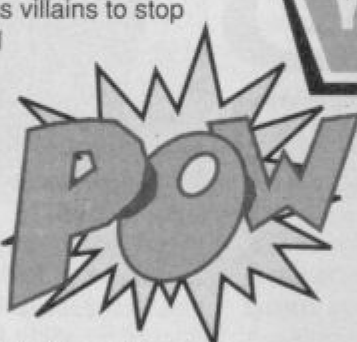
The villain is escaping! Do you give chase in the Batmobile (page 52) or despite Andy O's warning, by train (page 13)?

BATMAN RETURNS

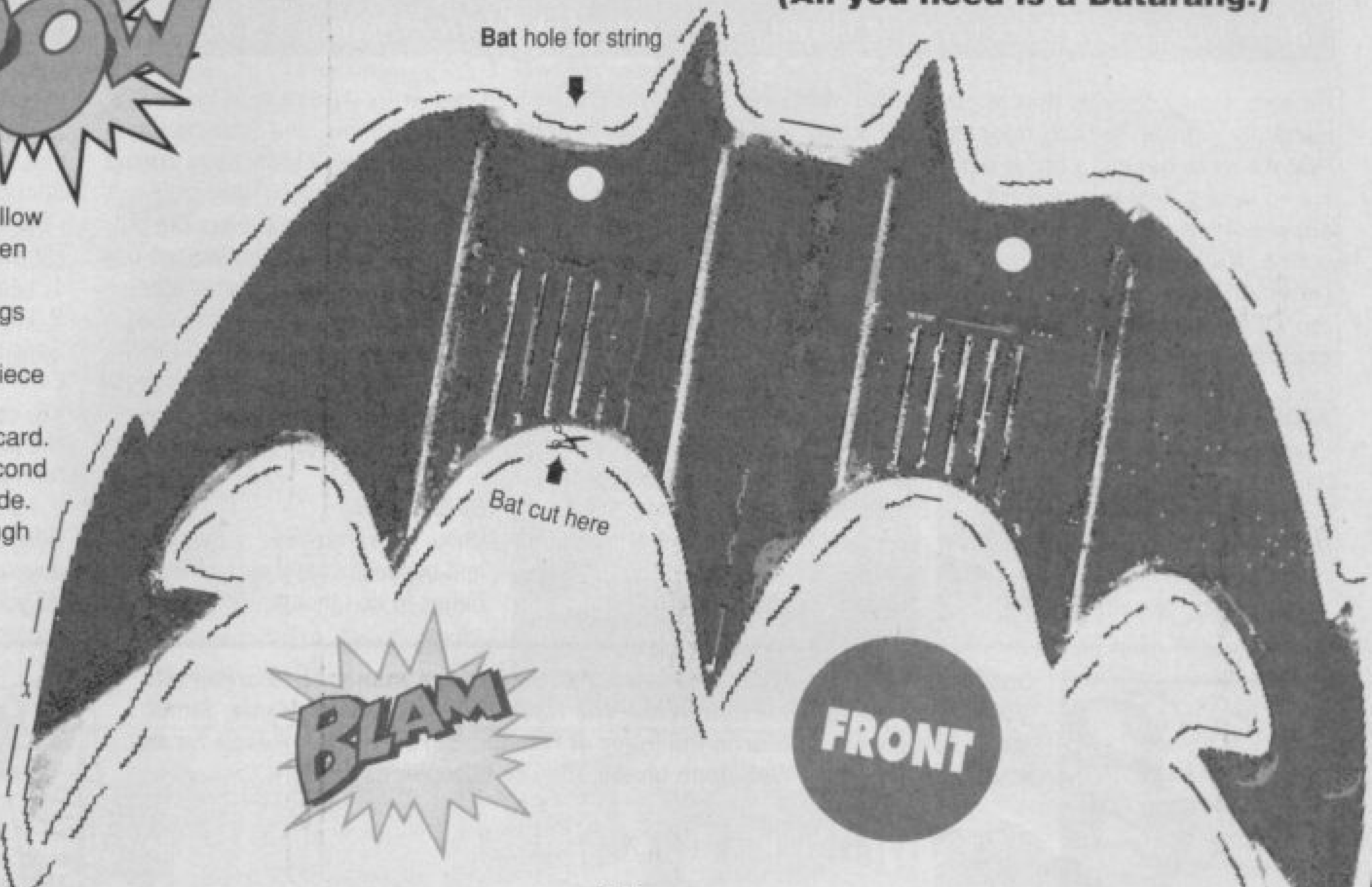
VANQUISH VILE VILLAINS

(All you need is a Batarang!)

One of Batman's more useful accoutrements is his Utility Belt, not least because it holds his Batarang. A Batarang, as any self-respecting Bat-fan knows, can be flung at merciless villains to stop them in their foul tracks; or it can be flung at buildings and used to pull oneself to the top. They're great, and now you can have one all of your very own. How? Well, just follow the instructions. It's easy when you know how!



- Cut out the two Batarangs below.
- Stick one of them to a piece of card.
- Carefully cut round the card. Turn it over and stick the second
- Batarang to the blank side. Attach a piece of string through the hole, and you're away.
- Hurrah!





YS COMPO

We in the Shed (apart from Jon) enjoyed the 1989 Batman Movie so much that, as a gentle reminder of how good it was, we got in loads of copies of the official book about it. After sharing them out we've got five copies of **Batman: The Official Book Of The Movie** left to give away. And! We'll throw in a copy of the newsstand edition of the Judge Dredd/Batman graphic novel – **Judgement on Gotham.** Hurrah!Simply answer the following question...

Who played The Joker's girlie?

Write the answer on the back of a postcard with your name and address and send it off to *Phwoar!* compo, YS compos, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2DL. Just make sure your entry reaches us by the 15th of August and you could be in with a chance.

The villain is cornered! But he (or she) unleashes Bert, the killer stick insect. He's got a ZAP of 18 and a POW of 20. Alternatively, you can use the watch (page 51), the fluffy bunny (page 26), or the Megadrive (page 18). (If you've got 'em.) If you beat Bert, turn to page 20.

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

Hmmm, take a look at that photo. That's not Hutch is it? And it's certainly not me. In fact, it looks remarkably like Batman. He heard that we were having a bit of a bat-feast this month and popped round to see how things were going. He was so beaut that I let him answer a few of your letters.

Yep, it's been a funny kinda month, readers, and I think that's reflected in these very pages – the pages that you lot write. This month there's quite a bit of wibble, the *Dizzy* backlash, the universe explained and even Gentle Ben.

AFORE YE GO

I have become a nervous wreck! I have nightmares about your magazine finishing because the beloved Speccy is becoming old and out of date, because of those evil things called consoles. If your magazine does finish I will throw myself off the white cliffs of Dover, with my Spectrum clutched under my arm!! Can I have your autographs, please?

James Offord
Bilton, Rugby

Don't worry – we're here for a while yet. Spectrums, and Spec-chums, are a tenacious bunch! Even when it looks like all hope has gone, YS will still be there. When it looks like the time has come, the jugglers will don their armour, load up their water pistols and fight to the, erm, end. Don't go flinging yourself off the nearest cliff, come and join us in the Shed. They (the enemy!) will never make us leave! **Ed.**

STAR SIGN

Hello, I am at college at the moment and because I have got nothing better to do I thought I'd write a letter. I am actually still at school, but I come to college on Mondays and Wednesdays. I have had my Speccy for about five years and now I want to get an Amiga, but I can't for two reasons:

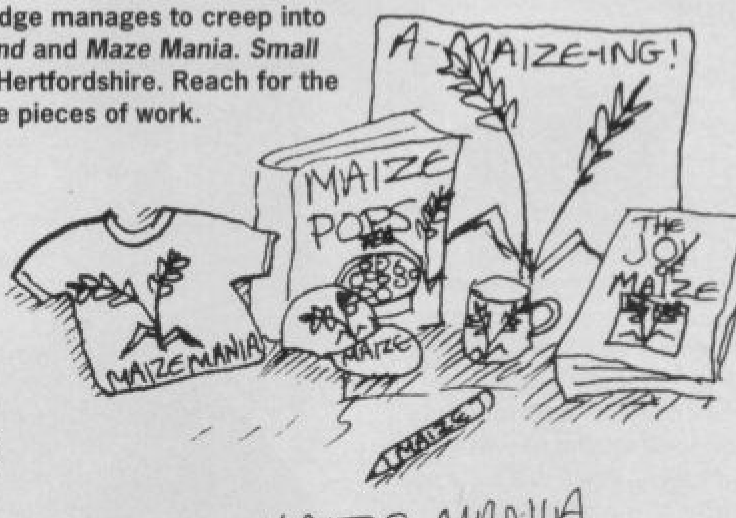
1. I can't afford one.
2. I'd feel guilty about leaving the Spec-boat.

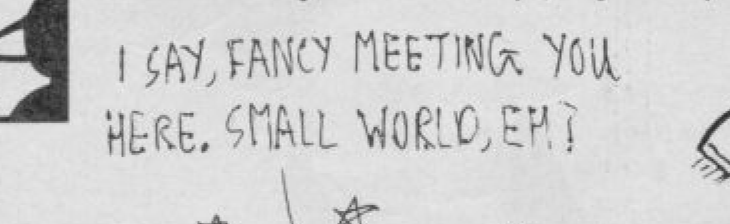
Even if I could get one I'd still read YS, cos it's best for everything and I like laughing at the problem page (only joking).

I don't only play on my Speccy, I ride my skateboard (used to anyway). I've got a Santa Cruz, what do you have?

DOODLEBUGS

Once more the beauteous Upton Jazz of Cambridge manages to creep into 'bugs. His offerings this month are *The Hairy Hand* and *Maze Mania*. *Small World* is the work of Martin Pullinger of Hitchin, Hertfordshire. Reach for the stars! Batman says: Well done chaps, they're fine pieces of work.







I think the new look YS is really good and I think more pages of the same sort of stuff would go down well. How about doing horoscopes? You could just make them up because that's what everyone else does, but yours would be funnier. Bye for now and I'll be back.
The Mad MacIntosh Matt
Hemel Hemptstead,
Hertfordshire

Before his somewhat hurried departure, Hutch was trying to get in touch with an astrologer. In fact he was meant to be meeting one the day he disappeared. Hang on! Maybe he didn't go back to Alton Towers at all, maybe the astrologer got him. **Ed.**

STEP BY STEP
The Complete Authentic Guide to Getting a Star Letter Award.
1. Start off by saying lots of nice things about Andy's hair, favourite music and say how much you enjoy reading YS.
2. Go on to say what you wrote to say in the first place but make it short. About two words. Maybe three.
3. Don't mention the 'other' mag.
4. Make your letter about this <——————> long.
5. Slag off Amiga owners and praise the Spectrum/SAM.
6. Finish with an old Chinese proverb or a really crap poem. Alternatively you could write a guide to getting Star Letter. It's guarenteed to get you stick.
PS Put lots of PSs in and you'll get in small print.
John Teare
Ramsey, Isle of Man

If you've got Star Letter writing sussed why didn't you write one? Of course the main flaw with your guide is the fact that Hutch isn't the Ed anymore. Still, you weren't to know that so I'll let it pass. I am now going to write a Star Letter by following all your points, I'll just put my name in where you mention Hutch.
Dear Linda,
I think you've got really nice hair and I agree with you about Heavenly, they're really smart. So is YS, I have such fun reading it.
But what I'm writing to say is this: aren't arcades cool? Oh and Amigas are horrible and my Speccy's really good. Here's a poem...
YS is rad, YS is cool,
Give me some ducks and I'll put them in my pool.
Anon
Anonville
Now personally I wouldn't give tosh like that a Star Letter. Your method doesn't work. One last thing – what other mag? **Ed.**

SMALL PRINT



May the blessed dandelion live long and prosper.
The Mad Loony Type Thing, Northampton
You can never have too much yellow. **Ed.**

Excuse me, could you tell me the way to the nearest lavatory please?
Poochie, Irthlingborough, Northamptonshire
First star on the right and straight on 'til morning. **Ed.**

I myself belong to the green worshipper club.
MC Tezski, Sedgefield, Cleveland
I worship David Icke. Somewhere along the line, our paths must have crossed. **Ed.**

No Kleenex please.
Gazza, Kilmarnock, Strathclyde
We're British. **Ed.**

SOYA PICO



Get mellow, get sorted, get Soya-ed!

Soya's taken a temporary holiday from the hassles of job hunting, it was getting far too hot to spend hours tramping around town. Anyway, she's far too busy at the moment!

Wow, far out! I'm writing this sat in the middle of a very hot field, in fact it's so hot that the throngs of people are shimmering. It's almost like being back in India. If I close my eyes I can almost smell the spices... Oh, green cheese! Somebody's just spilt some of their curry on me. Hey man, keep an eye on the world!

As you may have gathered there are quite a lot of people here and, man, the karma is completely, like, amazing. Glastonbury – legendary resting place of King Arthur. For thousands of years people have been coming here to feel the vibes and commune with the ghosts of our past. Wow.

I tried to get to Stonehenge for the summer solstice but the philistines wouldn't let me in. My karma was so badly dented that I thought Glastonbury would be good for me. I went to the Greenpeace shop to see about getting in, and they told me it'd be like 50 pounds. 50 pounds! That's like nearly 20 notes more than I get to live on for a week! I was shocked. Whatever happened to peace and love?

My aura went a disturbing shade of mauve and the bloke in the shop told me that I could volunteer as a litter-picker. It's not actually that bad, but because I've got my 'LITTER' bib on people keep throwing their rubbish at me when I'm asleep. (I haven't got a tent, y'see.) I could do with a dip in the river, but there isn't one here. It's so sticky here and you have to queue to get to a water tap. Hang on, what was that? It felt like rain... Oh, mouldy tofu!



STAR LETTER

LIFE, THE UNIVERSE AND EVERYTHING - EXPLAINED!
Doesn't life have a lot of unexplained mysteries? Like, why is every groovesome groove of an EMF record always so groovy? Why do skateboards always feel great to ride on? Why am I the only person in the entire Speccyverse not to own a single game in the *Rainbow Collection*? And why do carpets always go threadbare when you crawl on them?

But fret no longer, I have the answer. You see, the world is just part of a giant structure equivalent to a giant molecule structure with the sun acting as a nucleus of an atom with the revolving planets the orbiting electrons. This pattern is repeated throughout space – forming a giant Speccy creation. This would also explain several phenomena. Black holes are just the output of information to peripherals whilst shooting stars, meteors, etc are radiating electrons from the larger equivalent of radiation from the telly.

Also, the start of the universe is explained, as the atoms were simply brought together by a massive robot working on behalf of the great being they call "Uncle Clive," creating the Speccy.

Once, a piece of cheese sandwich fell in to the Speccy giving one particular section the nutrient ability to support primitive lifeforms as well as Spec-chums. Thus, the world as we know it was created. The world will, therefore, end when thoughtless individuals drain the life-support system they call "software" from our environment and it will be literally impossible to live. I'm afraid I cannot expand on this fact anymore as a man in a rather spanking white coat is beckoning to me. I hope that I have succesfully developed your understanding of our existence.
Esor Retep
Droitwich, Worcestershire

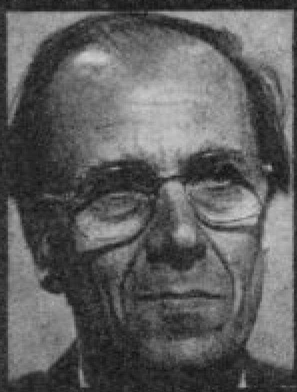
Personally I'm just getting to grips with percentages. How do you explain them? If all you say is true, and I'm not doubting it for a minute, then how big is the universe? Does it go on forever? And if it doesn't, where does it stop and what's outside it?

Y'see it's very important for us, as human beings, to have something outside of our own little universe that we can be different from. When you, for example, look out of your window and see all those people going about their happy, normal lives you can say to yourself, "I'm not like them. They spend their time having fun and I spend mine coming up with incredible theories about the universe that nobody will consider seriously 'til I've been dead for 50 years."

Oh, and you really shouldn't crawl around the carpet with spiky metal kneepads on. **Ed.**

Hi there Esor! Have you ever thought of working for a crimefighter? We could do with some chaps like you in the force.
Batman

NORMAN TEBBIT'S DEAD SERIOUS CORNER



DIZZY DOWN THE PAN?

I think there has been a decline in the standard of Dizzy games recently. Take *Spellbound Dizzy* for instance – I think it would look much better if there had been separate rocks that make up the ground, like in *Magicland* and *Fantasy World Dizzy*. In *Spellbound* all the screens look boring, especially the underground ones. All the animation has spoilt Dizzy, I mean come on, look at the animation of Dizzy eating something, he looks more like Rich Pelley. No offence.

The music has also declined in standard and heel-tap-ability. I've noticed the tune is quite short, and they have tried to hide this by repeating it.

I blame Big Red software, they seemed to have let down CodeMasters. What do you think?

David Gardner
Abingdon, Oxfordshire

Hello there. I have to say that Linda's let me answer this letter as a special treat, and also because I completely hate Dizzy. But I digress. A lot of people will probably disagree with you David, but I couldn't agree with you more. The original Dizzy was a kind of sweetly innocuous puzzle game that surprised everybody by being massively successful. The trouble is, the Codies have basically done exactly the same game over and over again. I don't think you're entirely fair blaming Big Red – they've got a lot of game to squeeze into the Speccy, and you can't have your cake and eat it. As they say. No, the real problem is that all the Dizzy games are identical! I hate 'em! Down with Dizzy! And Seymour – he's no better. Seymour in Hollywood, eh? More like Dizzy at the Movies, that's what I say. Stop all these walkabout puzzle games. Give 'em a rest. Please! I think I'll go and lie down now. **Jon.**

TRAINSPOTTERS



SUBS SOBS

In issue 77 on page 64 (the subscription page) you say that the list of back issues still available are on the previous page, but on the previous page there are only ads. I think I deserve a Trainspotter award.

By the way, YS is so hot that I have to hose it down before I can read it.

Jonathan Dean
Avonmore, Dublin

I would like to take this opportunity to say that even though Hutch always made a point of denying people Trainspotters, he did actually write all their names on a piece of particularly horrible paper. So all you pedantic peeps will get your Trainspotters soon. Which brings me nicely on to Jonathan's point. Jon-boy, you're completely right. Have a Trainspotter. **Ed.**

NOT!

Hutch! Don't hide behind Linda, you had the stupidity to say that Bill and Teds band is called "Wild Staylns", heinous dude. It's Wild Stallyns. How do I know? I've seen the film a sqillion, squillion times. So gimme a Trainspotter. By the way I'd still like the signed photos of Linda and Maryanne.

Puggy
Chesterfield, Derbyshire

After exhaustive research (What? Reading Look-In counts as exhaustive research now, does it? Jon) *I have to turn my back on Hutch and stand up for truth, justice and Puggy. Congrats Puggy, you've just won this month's YS spelling bee. I'll see what I can do about the signed photos, but you might have to make do with a snapshot.* **Ed.**

RIGHT ON TARGET

I've got you this time. This is the second time I've tried, so you better give me a Trainspotter because, on page 55 in What a Barg! (issue 78), you showed a *Renegade* screenshot (of Level Two actually) for the bit about *Target Renegade*.

Get out of that one!

The Mad Loony-Type Thing
Irthingborough,
Northamptonshire

Jon and Stuart were the first people to notice this one. They were both completely amazed at the stupidity of the person who let it go through. Then Jon went very red and said he had a vital appointment with his insurance broker. But what could Jon possibly want to insure? Intrigued, Stuart and I followed him. He didn't go very far, just to his Speccy. He sat in front of it with his head in his hands and, get this, asked forgiveness! What could he possibly have done that was so awful?

Well, after a lukewarm BR hotpot, Jon had arrived at work feeling a bit under the weather. He loaded up Renegade, took a screenshot and went home again. He's incredibly sorry and asked me, nay – begged me, not to to tell anyone. Gosh, I'm so mean! Have a Trainspotter. **Ed.**

WONDERFUL WORLD OF SPECCY



PLENIPOTENTIARY PLEA

Last year I have received by good fortune your YS No 68 with free tape. This postal wrapper drived me to a shock and from this shock I recovered just now, in spring 1992. The point is that this mag, with all the consequences ensuing, changed luckily my life. After my jubilee (I was born in 1941) I was about to devote myself to my family and my children but the purchase (once again by good fortune) of ZX Spectrum-compatible home computer/Delta S and your YS with free cassette became something like that icon lamp and the lamp oil for it illuminated my road in life in our multi-hard times.

Compatible ZX Spectrum became for me and my sons as lodestar of all our aspiriations and hopes. But not only them. I have taken up other work: I am starting to organise ZX User Club undertaking to the reins of government. I realise that I have set about risky and ineffective working. But I am double lucky because I was born as optimist (if twenty two days days before the Great Patriotic War) and I am not stopping at nothing. I am not paying attention to regular grumble of my wife and the bewilderment of my nearest friends. I began to acquire like-minded persons, helpers and a lot of clients (more than 1000). Our ZX-Software catalogue has about 2000 various programs. Without information about ZX-Software I have perpetual problems. Even my second hobby (the first one is Jazz and classical music), the study of foreign languages, helps me rather weakly. On the other hand, ocean of mags and books about ZX there is in UK.

On the whole, recovered from shock and after due consideration I regard your magazine as sure remedy for the solution of all our problems. With the stand-by of your readers,

Only you can help me. I need your support, permanently and in every way. But to tell truth – I would like to be as plenipotentiary of your YS in Perm.

I have faith in your two gold rules: understand your readers needs and satisfy them. I hope for your affirmative answer and meanwhile I remain yours truly.

German Stechtnikov
Perm, DekaBristow

Phew, eh? Well what do you make of that short note Spec-chums? Did you understand it? Do you know what plenipotentiary means? If you answered no to more than one question than you have the intellectual ability of the YS team. Start worrying!

A pleni (etc) is a person invested with full powers, especially a special ambassador or envoy to some foreign court. Hmm. So what German (daft name for a Russian that) is saying is basically 'Gissa job.' Well German, thanks for your letter and the interest but I'm afraid that, at this stage in its career, YS is not really ready to take on foreign correspondents. Try Buckingham Palace, they've probably got more plenipotentiary kinda jobs. **Ed.**

Plenipotentiaries are a bit thin on the ground around New York. You seem like a nice kinda guy, so how about if I invest you with the Power of the Bat? It doesn't mean anything but it sure does impresses a lot of people. **Batman.**

YOU KNOW THE COMPUTER YOU'VE ALWAYS DREAMT ABOUT?

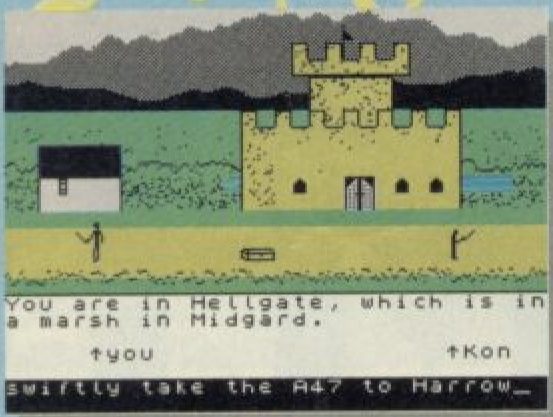
WHERE ARE THEY NOW?

Here are Linda and Jon with the one, the only, the original Where Are They Now? Accept no inferior substitutes!

Valhalla

You may not have heard of Olaf Olafson, but you'd probably recognise him if you met him. Y'see, he was the chap in *Valhalla* – he might not have had a name, but he was a real character. Before landing the part in 83's epic Olaf was a simple farm boy from Jngqvøst, a small village 20 miles east of Oslo. He enjoyed his time on *Valhalla* but it did unhinge him a bit. Olaf had been used to the simple things in life, like salted herrings. All that rich red meat and strong mead that he was forced to consume during the making of *Valhalla* proved too much for him.

Olaf now spends most of his time at the bottom of a field with a flagon of ale and the occasional drumstick. He also ploughed a whole three-acre field last month.



Damon and Alice refused to speak to one another after the ghastly affair of Aunt Matilda's poodle and the surprisingly large Slinky spring. Meanwhile, in the castle, Mad Ned entertained the king with a joke.

Gregory Loses His Clock

Most people do things in their dreams, like play rugby with The Manic Street Preachers. But Gregory went one further. He had to find an alarm clock in order to wake himself up.

Gregory is now training as a psychoanalyst. Despite his tender years he has already written a paper which, unsurprisingly, centres on the importance of time and the sub-conscious. Gregory's got his final exams coming up next year. His tutors say that, as long as he doesn't slam Freud too much, he should do quite well.

I, Of The Mask

Ernie Krankenwagen is another of the Speccy's great nameless characters. He was the chap who sat in the middle of the screen and was terrorised by a giant mask.

Ernie was born plain Ernie Wise and changed his name when the Ernie Wise of Morecambe and Wise fame complained that he kept getting mistaken for our Ernie.

Whilst in Germany in 1944 Ernie was run over by an ambulance. He lost consciousness and the nurses, not knowing his real name, just called him Krankenwagen. (It's German for ambulance.) When he came to, Ernie was quite chuffed with his new name. Unfortunately Ernie didn't do anything after *I, Of The Mask* except, erm, die. Basically.

Berk

Berk, lumpy great blue thing from *Trap Door* and *Through the Trap Door*, became a cultural icon for the youth of his generation. His disciples viewed him as a viable alternative to the society in which they lived. Consequently, a fair old load of people opted out of this society and went to live in Berkish communes on the local common. Calamity struck this happy band when a breakaway sect – followers of Berk's spidery pal Drutt – attacked the campsites and attempted to force the Berkish to renounce their leader and take to scuttling around and eating worms. Bravely resisting, the Berkish called on the powers of the great blue one, who appeared in a shimmering halo and fell over. Stunned at this demonstration of godly powers, the Druttites left in shame. As for Berk himself, he never quite managed to get back up again, and is in all probability still on that common today.

The Dodgy Geezers

Lovable cockney rogues with hearts of gold, the Dodgy Geezers carried the tradition of 1950s film robbers into the realm of Specdom. Revelling in such names as "Cracker" Jack,



Hello, and welcome aboard the Lippy Lipton Tour Bus. I'm Natalie, your hostess. If you look out of the window, you'll see one of our happy island natives carrying a hankie. Isn't he quaint? And that accent! It's simply too much.

"Soapy" Soams and "Tweedle" Dee, the Geezers muddled their away around several bungled burglaries, hilariously mixing up swag for passing babies and rip-roaringly disguising themselves as members of the local constabulary. The climax of the Geezers' career came in 1986 with the Great Armoured Car Robbery, the follow-up job to the abortive Long Ditton Spaghetti Caper. The Geezers were on the point of getting away in a milk float with three million pounds when they were all shot dead by the police.

Sam Cruise

Archetypal wisecracking private detective, the real Sam Cruise – the man behind the mac – was far different. Hailing originally from Littlehampton, he found himself in America



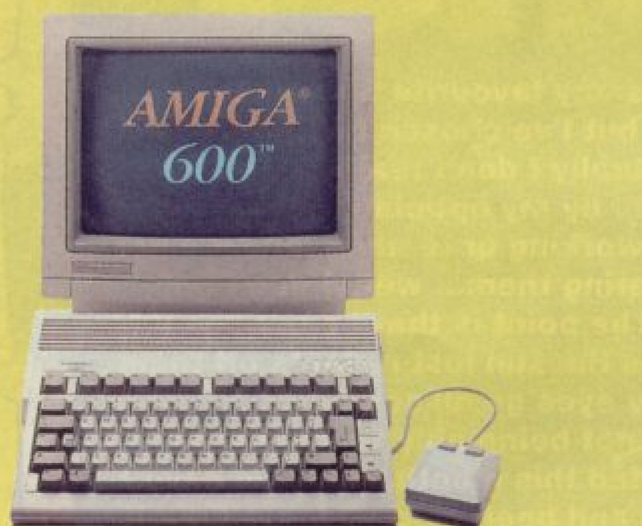
While Sam and Officer Mooney chat about the disappearance of the Ball Budgie, let's have a quick compo. How many lapsed rabbis can you see in this picture? We found four.

after accidentally stumbling into an open cargo hold on a really interesting freighter that he was quietly cataloguing for his collection of unconventional sea craft. Quickly realising that here was the chance to live out his childhood dream, Sam rented an office and began hiring himself out to the rich and worried of the neighbourhood, solving mystery after mystery with the aid of his quik wits and floppy hat. Sadly, his undoing came with the Case Of Empty Bottles – a particularly strange affair which pitted him against his arch-enemy, Elegance. The foul fiend trapped Sam in a deserted factory, suspended above a giant gravy boat which was slowly being ground to powder by a trained glass-eating rhinoceros. After escaping by means that he refuses to reveal to this day, Sam returned to Littlehampton and opened an unpleasantly successful fashion boutique.

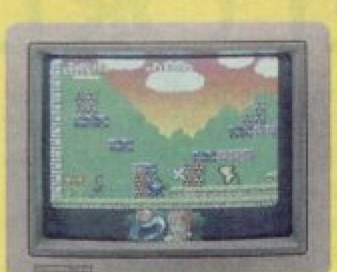
Next month we tell you the truth about Doris Day, even though we've been offered thousands and thousands of pounds to keep quiet.

 Bert's claws stick in the fluffy bunny! He's completely immobilised - turn to page 20, quick!

WELL, STOP DREAMING



THE NEW AMIGA 600 HAS ARRIVED









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YS hints'n'tips TIPSHOP



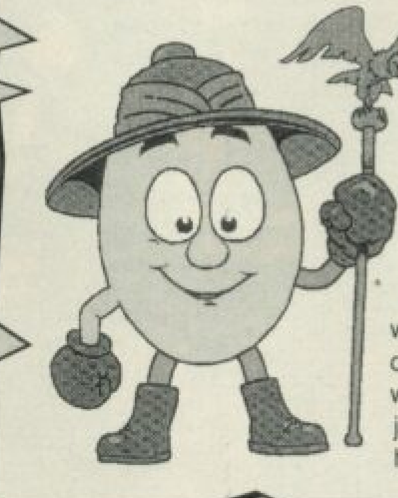
Most sublime hellos, my favourite Spec-chums! Outside it's all lovely but I've chosen to sit here and read your letters. Actually I don't really have much choice, I've been told by my optician to wear my glasses when I'm not working or reading, and it's not that I don't like wearing them... well, I don't but that's not the point. The point is that I can't see if I wear them outside cos the sun just reflects off them and makes my eyes go all scrunchy.

Apart from not being able to see in the sunlight I'm very chuffed this month. Not only have I gone to Alton Towers and been made Ed, but I'm off to Glastonbury next week. Hurrah! Of course, by the time you've read this all that'll be in the past and I'll be looking forward to something else. Life's like that!

FANTASY WORLD DIZZY

Christopher Stubley is a good, good Samaritan and I think I've nicked one of old Hackenbush's letters. I should feel guilty, but what the hey! He hasn't got room to print maps. Ha! Ha! Ha! Chris will explain it all...

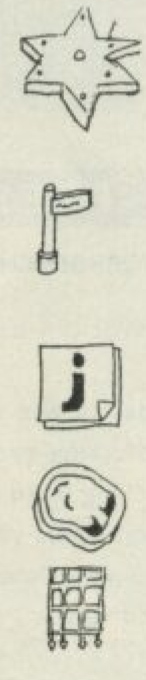
In ish 77 in Dr Hugo Z Hackenbush's column there was a letter from The Bouncing Purple Klein Bottle of Blivicia in which he told us the location of 29 of the 30 gold coins in *Fantasy World Dizzy*. At the end of this letter it asked "Can someone tell me where the 30th coin is?"



I looked through his letter and found that he had left out the coin on the long jump cloud. So I decided to show him where it is in the form of a map. I spent ages playing *Dizzy 3* without being able to complete it. It was only when I did a suicide jump off the meeting hall that I found it.

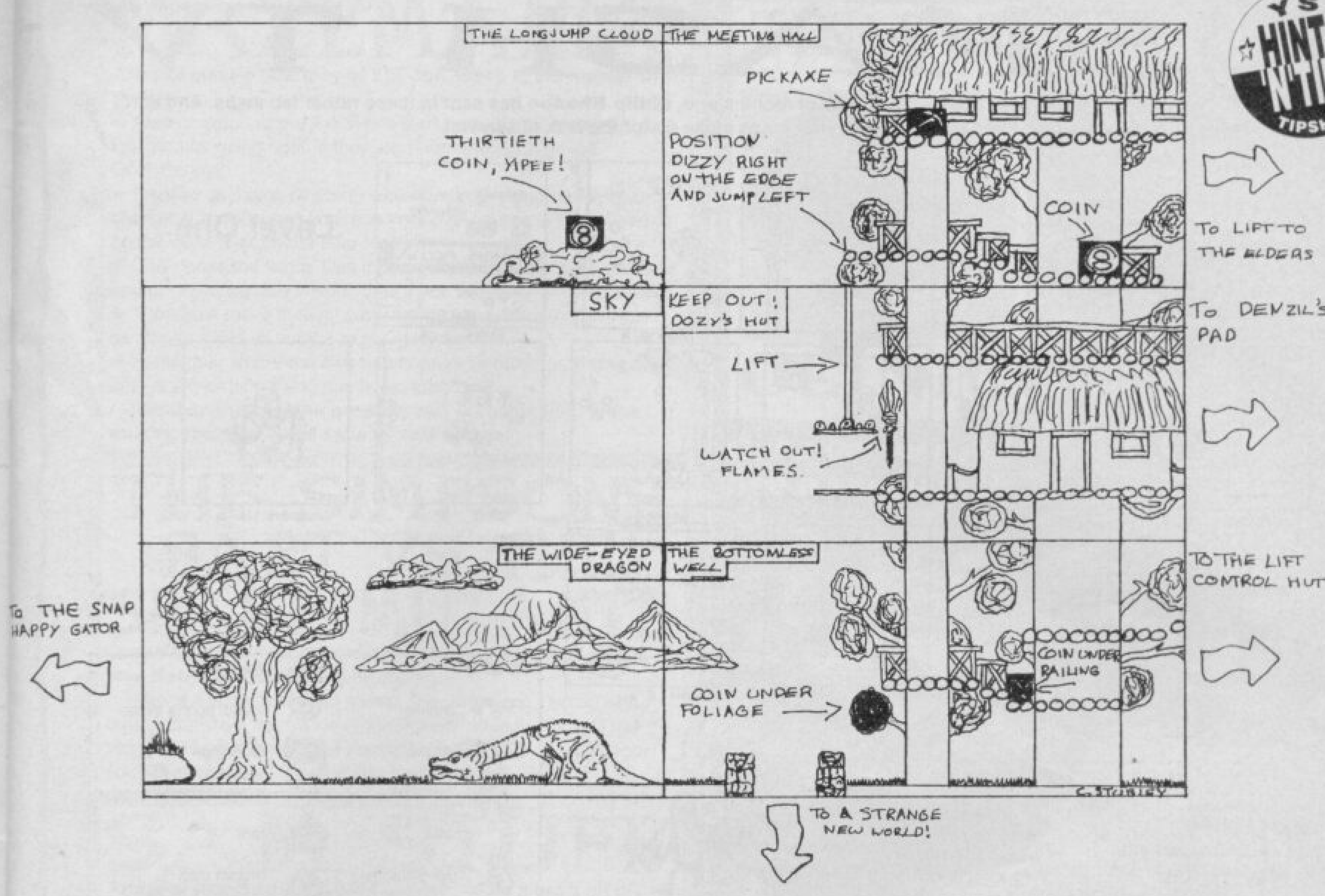
FIRELORD

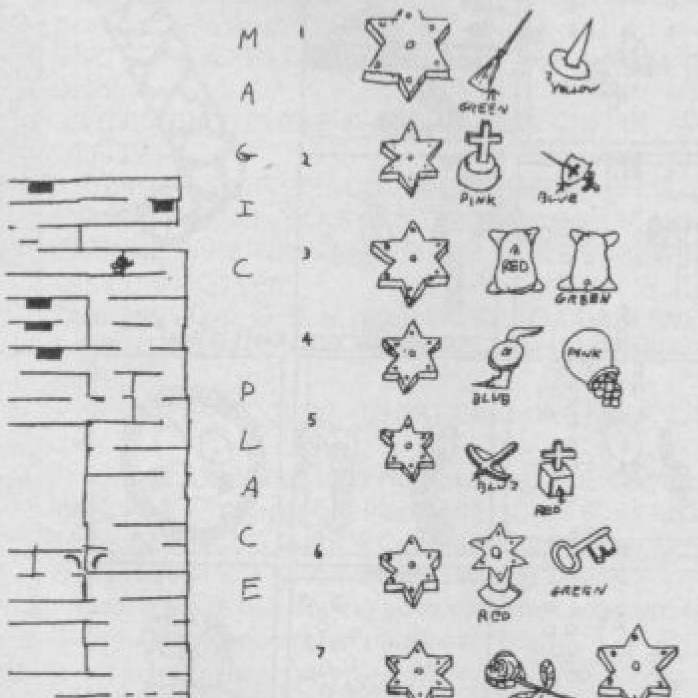
Wahey! It's time for tips aplenty for a rather fab covergame courtesy of one Martin Kennedy.



- When you go into a shop if you have an object it will appear in it. Select the object, then the star and then another star should appear. Select this and whatever symbols you want to return to a magic place.
- When you're in a shop select one of the things you're carrying, then the lamppost and another should appear. Select this and some information should appear about places.
- Select one of the things you're holding, then the symbol, then the other symbol and some information about charms will appear.
- Select an object that you're holding, then this symbol and then what food you want. Your energy will go up.
- Select an object, then this symbol and then an arrow. When you go out, you'll find yourself somewhere else.
- Select something you're holding, then this symbol and then one of the objects that appear. You have now traded your object for this one.

Well, cheers m'dear. Now you lot can get trading – fun, fun, fun!





ASTROBALL

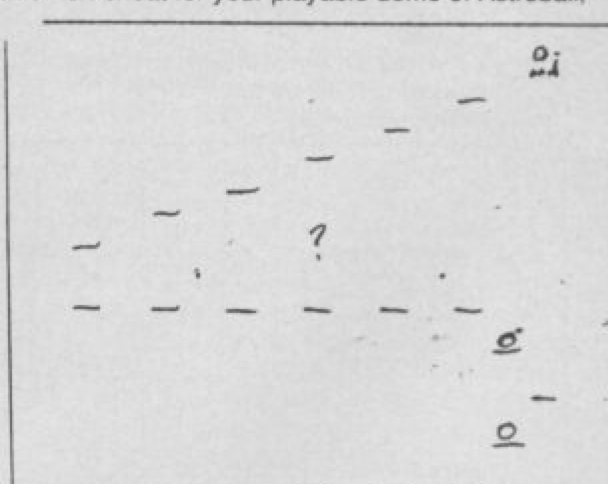
Ashley Smith has been bouncing around like a good 'un, and what's more – he's discovered something pretty darn spesh!

I have just found a rather fun cheat for your playable demo of *Astroball*, and here it is...

On the high score table hold down CAPS SHIFT and type in ASTROKING. Next time you play you'll have invincibility, the ability to bounce on thin air and the rather annoying word CHEAT flashing across the screen. (That's the only disadvantage.)

Some of the messages in the program listing are exceptionally uncalled for! Hope the map helps.

Most things in life are exceptionally uncalled for. Celery, for example. Bleurgh!

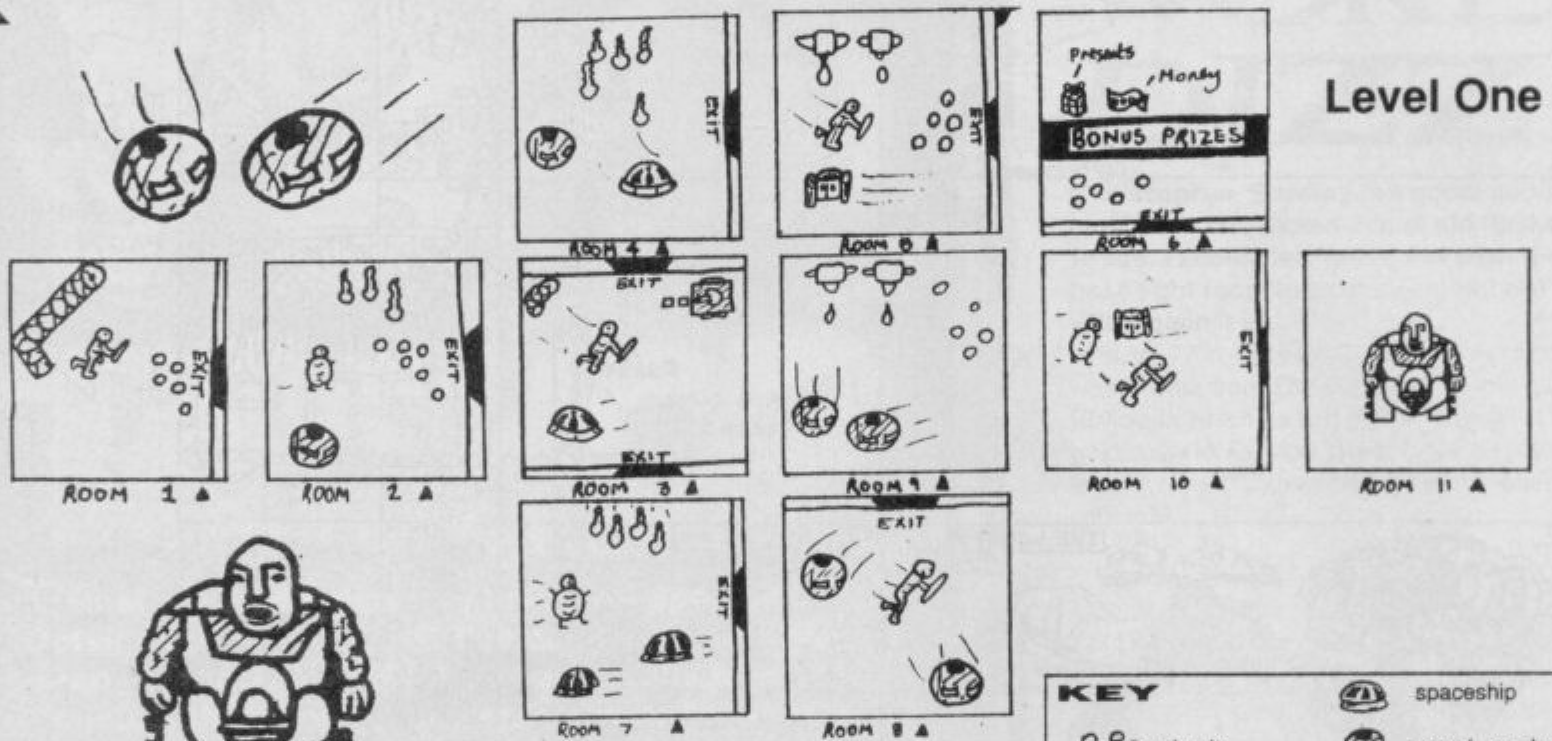


SMASH TV

YS HINTS 'N' TIPS TIPSHOP

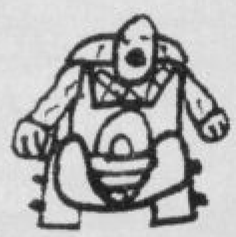
Following on from those ace pics a couple of months ago, Philip Rhodes has sent in these rather fab maps. And don't worry Philip, love hearts would have been nice but your maps make up for the lack of sweets!

Level One



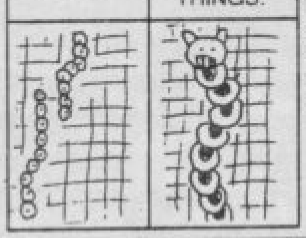
KEY

- chunks
- snake
- baseball bloke
- Mr Shrapnel
- small snakes
- spaceship
- round, purple things
- red things
- white spaceships
- tank
- mutoid man



KEY (new characters not found on Level One)

WOBBLY SNAKES	PURPLE DRAGON THINGS.



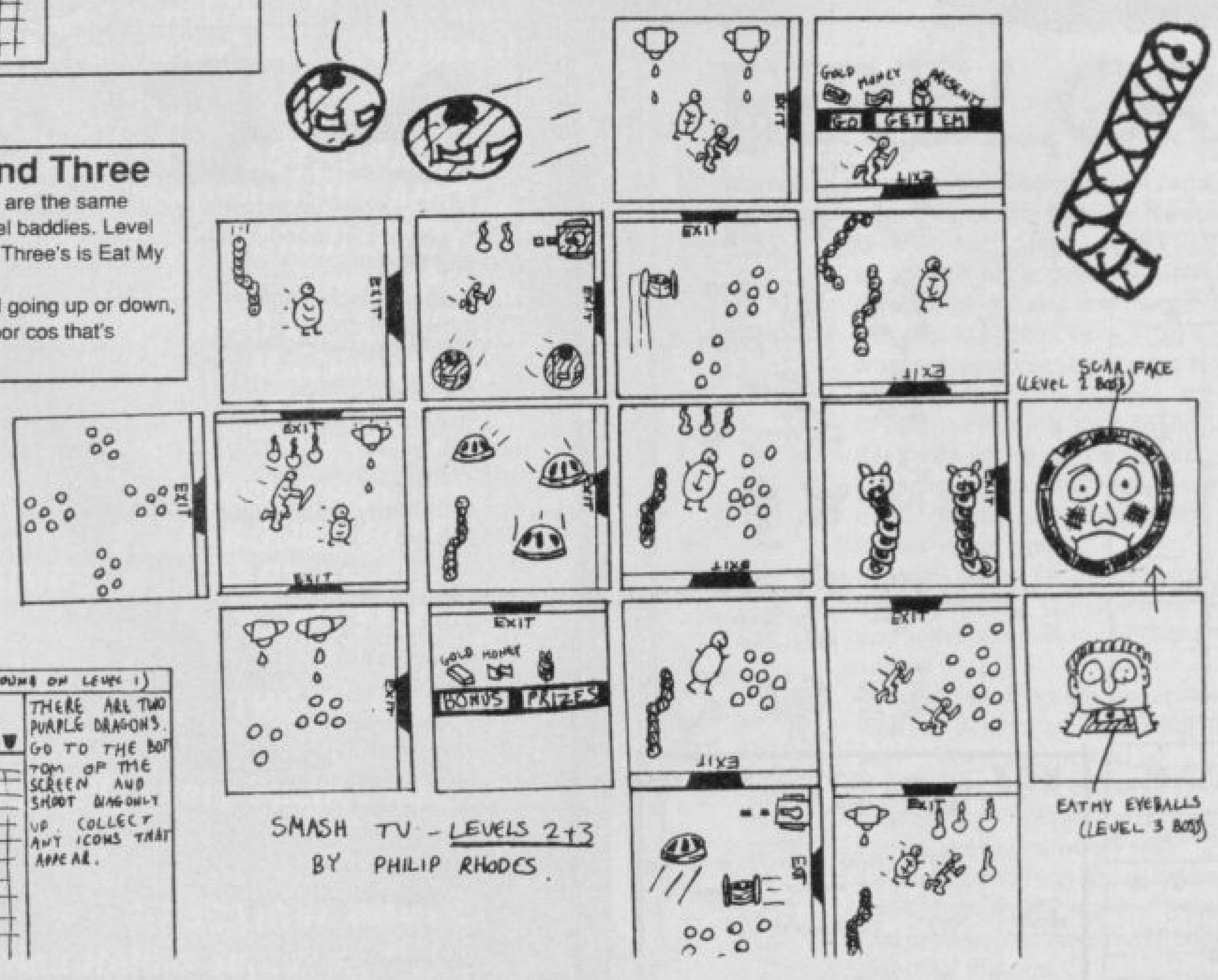
(There are two of these, go to the bottom of the screen and shoot diagonally up. Collect any icons that appear.)

Levels Two and Three

★ Levels Two and Three are the same except for the end-of-level baddies. Level Two's is Scarface, Level Three's is Eat My Eyeballs.

★ If you have a choice of going up or down, always go into the top door cos that's where the prizes are.







MAZEMANIA

Another classic courtesy of YS! Jon Rose is the hipster with the hints!

★ Always watch where the aliens start from. If they start from your left, start by going right. If they start from the right, go left. Obvious, eh?
★ Practise changing direction while jumping. Jump normally and change direction when you're at your highest point. You'll need to do this quite a lot on the later levels.
★ Only chase the 'extra' tiles if you're desperate for extra points or energy. Chasing only wastes time if you've nearly finished a level.
★ The aliens move in fairly set patterns, so with care you should be able to avoid all but the really mean ones.
★ Remember where the tiles that change colour more than once are – it saves time if you can avoid them.

Avoid everything you possibly can – washing-up, baths, walking the dog. You'll save tonnes of time.

THE SIMPSONS BART VS THE SPACE MUTANTS

Ocean's very own purple people eater is the subject of this one. Peter Beeston tells us more...

Here is a tip for the great game, *The Simpsons*. Fed up with buying stuff from the shops in Springfield? Well just buy all the stuff you need and then get yourself killed. When you start again you will still have all the stuff you bought before. Brill eh?

SAM STUFF

Andrew Armitage is a SAM owner, and he's got a bit of advice for like-minded chaps and chapesses.

If any SAM owners are still stuck in the brilliant adventure demo on Newsdisk #4, here is the full solution...

NW, NE, EXAMINE BINS, TAKE LEMONS AND ROPE [wait for the post van to arrive]. OPEN DOOR, S [run up and down the stairs until you meet Chris Black].
GIVE LEMONS TO CHRIS [run up and down until you meet Colin].
GIVE ROPE TO CHRIS, S, S, W, S, TAKE COFFEE, DRINK COFFEE,
N, EXAMINE WORKBENCH, TAKE SCREDRIVER, E, S, EXAMINE HOOKS, TAKE COAT, WEAR COAT, N, N, U, U, W, EXAMINE SAFE, UNSCREW PLATE, DROP SCREWDRIVER, TAKE PROTOTYPE,
TAKE WORD, E, D, D, N, GIVE WORD TO CHARLENE,
TAKE HANDBAG, OPEN HANDBAG, DROP HANDBAG, TAKE KEYS,
S, S, S, OPEN DOOR, S, S, UNLOCK CAR, ENTER CAR, DRIVE CAR.

Et voila! And just in case you're wondering Albert Smiles is Alan Miles, Hadrian Anorak is Adrian Parker, Chris Black is Chris White, Colin McDoughnut is Colin McDonald, Bruce McBrainy is Bruce Gordon and Storeman Gren is Greg Collins. (I think!)

Coo! It's just like having your very own soap opera – NOT. (Sorry, I don't know what came over me.)

SPACE CRUSADE

Paul Church tells me to print this or else. He doesn't say what 'else' is and if I liked taking chances I'd refuse to print this just so I could find out what 'else' was.

If on the first level you want to choose your own weapon cards, pick a team and go to the first level. Kill yourself by pressing CAPS SHIFT and Q. then just pick your weapon cards and play.

I don't feel like taking chances today!

THE BAT CLINIC

Got a gamesnag? See a specialist!

(Note: due to circumstances beyond our control and the parole board, Dr Hackenbush is unable to be with us this month. Instead, we've managed to secure the services of someone well-versed in the art of solving thorny problems. Take it away... Batman!)

Hello kids. Your friendly neighbourhood Dark Knight here. I've decided to turn this Bat-Clinic over to general hints for the three games starring me. To the Bat-poles!

HANDY BAT-HINTS

To defeat The Joker, use a spinning bat-kick followed by a batarang to the nose. Don't forget to completely overpower him and then let him escape for no apparent reason. The Batmobile is in the garage, just behind the Bat-Zike. Don't forget the keys. Finally, The Joker's secret formula can be found on page five of Mrs Beeton's Cookbook. Hope that helps.

BAT-FLASH!

Swannman has recently got in touch via the bat-post. He's offering help on a huge number of games. All you have to do is send him a description of your problem and a sae, and he'll do his best to sort it all out. Swannman can be reached via his not-so-secret identity as Richard Swann, at 24 Dalston Close, Camberley, Surrey GU15 1BT.

180, 1942, 3D Ant Attack, 3D Death Chase, 3D Lunattack, 3D Seiddab Attack, Ace, Ace of Aces, Action Biker, Action Reflex, Ad Astra, Adidas Tie Break, Afterburner, Agent X, Airwolf, Alchemist, Alien 8, Alien Destroyer, Alien Evolution, Alien Highway, Aliens, All the Ultimate games, Amaurote, Arc of Yesod, Arkanoid, Army Moves, Astroclone, Atic Atac, Automania, Back to Skool, Ballbreaker 2, Barbarian, Basil – The Great Mouse Detective, Battle of the Planets, Batty, BC Bill, Beach Head, 1 & 2, Behind Closed Doors, Bionic Commando, Blind Panic, Blue Thunder, BMX Sim 1 & 2, Bobby Yazz Show, Bomb Jack 1 & 2, Booty, Boulderdash 1, 2 & 4, Bounder, Bounty Bob Strikes Back, Bubble Bobble, Buggy Boy, Bumpy, Captain Blood, Cauldron 2, Caves of Doom, Chase HQ, Chiller, Chuckie Egg 1 & 2, Cobra, Commando, Confuzed, Cosmic Cruiser, Critical Mass, Cybernoid, Cyberun, Cylu, Daley Thompson Trilogy, Dan Dare 1 & 2, Dandy, Dark Side, Deflektor, Delta Wing, Disco Dan, Dizzy Quintet, Double Dragon, Draconus, Dragon Spirit, Driller, Duet, Dustin, Dynamite Dan, Earth Shaker, Elite, Empire, Enduro Racer, Equinox, Exolon, Most of the F's, Garfield – Big Fat Hairy Deal, Gauntlet Trilogy, Ghosts 'n' Goblins, Glider Rider, Great Escape, Green Beret, Grumpy Gumphrey – Supersleuth, Gryzor, Gyron, Gyroscope, Hard Drivin', Harrier Attack, Head Over Heels, HERO, Heavy On The Magick, Highway Encounter, Hunchback, Hunter, Hypersports, I - Ball 1 & 2, Ian Botham's Test Match, Ice Temple, Impossaball, Impossible Mission 1 & 2, Incredible Shrinking Fireman, Indiana Jones and the Temple of Doom, Infiltrator, Int'l Cricket, Int'l Karate, Int'l Matchday, Into the Eagle's Nest, Jack the Nipper 1 & 2, Jasper, Jetpac, Jet Set Willy 1 & 2, Joe Blade 2, Kemshu, Kickturn, Kosmic Kanga, Krakout, Kung Fu Master, Last Ninja 2, Leaderboard, Lemmings, Lightforce, Magic Knight Quartet, Manic Miner, Marsport, Mask 1 & 2, Matchday 2, Micronaut One, Mikie, Mined Out, Molecule Man, Monty Mole Trilogy, Moon Cresta, Moonlight Madness, MOVIE, NeverEnding Story 128K, New Zealand Story, Nightshift, Ninja Master, Nodes of Yesod, NOMAD, Nonterraqueous, Olli and Lissa, One Man and his Droid, Orbix the Terrorball, Outrun, Pacmania, Paperboy, Pedro, People from Sirius, Phantom Club, Phantomas, Piggy Tales – aka Oink, Ping Pong, Pipemania, Pixy the Microdot 1 & 2, Pogo, Pole Position, Pool, Popeye, Prince Clumsy, Prince of Persia, Project Future, Pyjamarama, Qarx, Quazatron, R-Type, Rampage, Ranarama, Rastan, Rasterscan, Rebel, Redhawk, Renegade, Rick Dangerous, Riding the Rapids, Riptoff, Road Blasters, Road Race, Robocop, Robot Messiah, Rockman, Rugby, Saboteur, Sam Stoat – Safebreaker, Sceptre of Baghdad, Scooby Doo, Scrabble, SDI, Shadow Warriors, Shockway Rider, Short Circuit, Short's Fuse, Sidewalk, Sim City, Skool Daze, Sky Ranger, Southern Belle, Space Harrier, Space Worm, Spectral Panic, Speed King 2, Spike, Spindizzy, Spy Hunter, Spy vs Spy, Star Raiders 2, Starglider 1 & 2, Starion, Starquake, Starstrike, Steve Davis Snooker, Stop the Express, Supernova, Super Soccer, Supersprint, Syntax, Tapper, Target: Renegade, Tau Ceti, Technician Ted, Terminus, Tetris, Thing, Thing Bounces Back, Thrust, Tir Na Nog, TMHT, Tolkien Trilogy, Tomahawk, Toobin', Trailblazer, Transformers, Transmuter, Tranz-Am, Trap Door 1 & 2, Treasure Island, Trivial Pursuit, Turbo Esprit, Turmoil, All the U's, V's, W's, X's Y's and Z's!

And now I fear I must return to the dark alleys of Gotham and frighten some more criminals with my cape. Dr Hackenbush will have paid his debt to society by next month, so direct all your non-Battish problems to him at the YS Clinic, 30 Monmouth St, Bath, BA1 2BW. Farewell!

SPELLBOUND DIZZY

YS HINTS 'N' TIPS TIPSHOP

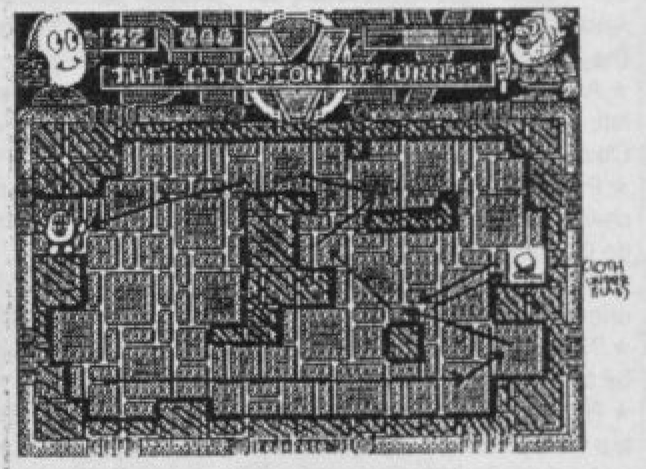
Thomas Adams has found something deadly sinister in the middle of a seemingly nice game!

You'll probably remeber 'The Amazing Illusion' in *Fantasy World* (or was it *Magicland*?) *Dizzy*. **(It was Fantasy. Linda)** Well, if you've got far enough in *Spellbound* then you'll probably have come to a screen called 'The Illusion Returns' and here's how to get out of it.



Staying with *Spellbound* there are another two secret rooms. One is at the end of the watery passage and one in Denzil's hole. Both involve jumping into walls. Ouch!

Ouch! Try jumping into other people instead. Not only are they loads softer, but you also get more of a reaction. Walls aren't exactly renowned for their emotional outbursts.



PRACTICAL POKES

Hurrah! Here's our favourite explorer, author and pig farmer – JON NORTH!

Thanks to everyone who sent me a birthday card this year, two cards came flooding in. They were very nice, but had nothing to do with hacking computer games, so I'll shut up now and give you some numbers instead.

ONE BLACK KNIGHT

Richard Swann's sidekick, 'Mad' Matt Corby, has decided to pursue a solo career, leaving Richard Swann all on his todd. Heartbroken Richard has compiled a list the size of a small planet of Multiface POKEs. £1.50 sent to Richard at 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT will ensure your very own personal copy. Here's some numbers.

ROBOCOP 2

This one's a 128K-only game, so I guess that means you can only use it with a 128. In fact, by way of emphasising the point, you can only use this routine in 128 Basic.

```
10 REM Robocop 2 by Rich
20 LET T=0: FOR F=20038 TO 20102
30 READ A: POKE F,A: LET T=T+A: NEXT F
40 IF T<>8293 THEN PRINT "ERROR": STOP
50 RANDOMIZE USR 20038
60 DATA 221,33,219,174,17,51,16
70 DATA 62,255,55,205,86,5,48,241
80 DATA 62,76,50,225,190,195,58
90 DATA 175,225,62,190,50,255,190
100 DATA 33,208,191,34,51,190,33
110 DATA 119,78,17,208,191,1,17,0
120 DATA 237,176,195,246,190,33
130 DATA 217,191,34,110,190,195
140 DATA 93,190,175,50,109,151
150 DATA 195,0,224
```

SPEEDLOCK

Richard's second listing is another *Speedlock* crack, a two-for-the-price-of-one jobbie (he had to crack two to get the infy credits poke in). Just type it in and run it.

```
10 REM Shadow Warriors by Rich
20 FOR F=3E4 TO 30114
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 3E4
50 DATA 33,62,117,17,70,91,1,101
60 DATA 0,237,176,195,70,91,221
70 DATA 33,24,236,17,246,18,62,255
80 DATA 55,205,86,5,48,241,62,230
90 DATA 50,255,254,195,119,236,225
100 DATA 62,254,50,255,254,33,121
110 DATA 91,34,51,254,33,0,255,17
120 DATA 1,255,1,12,0,54,0,237,176
130 DATA 195,246,254,33,130,91,34
140 DATA 110,254,195,93,254,33,144
150 DATA 91,34,52,91,62,195,50,51
160 DATA 91,195,0,91,33,0,160,34
170 DATA 223,148,33,164,91,17,0,160
180 DATA 1,8,0,237,176,195,112,148
190 DATA 175,50,189,242,195,151,253
```

SWITCHBLADE

A quickie next, for infy energy in this tasty slash-'em-to-bits game.

```
10 REM Switchblade by Rich
20 FOR F=65024 TO 65068
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 65024
50 DATA 243,49,55,93,221,33,150,154,17
60 DATA 105,1,62,255,55,205,86,5,48,241
70 DATA 33,28,254,34,251,255,195,238,255
80 DATA 33,37,254,34,163,96,195,156,96,62
90 DATA 201,50,35,150,195,0,64
```

SUPERSPRINT

Finally, Richard sent this always-qualify hack for the old covertape game. I don't think anyone's done this one yet, but doubtless you'll all correct me if I'm wrong.

```
10 REM YS Supersprint by Rich
20 CLEAR 4E4: LET T=0
30 FOR F=65264 TO 65324
40 READ A: POKE F,A: LET T=T+A: NEXT F
50 IF T<>10531 THEN PRINT "ERROR": STOP
60 RANDOMIZE USR 65314
70 DATA 62,205,50,229,254,33,64
80 DATA 254,34,230,254,33,15,255
90 DATA 17,160,91,1,19,0,237,176
100 DATA 33,160,91,34,22,254,195
110 DATA 205,254,229,33,171,91,34
120 DATA 81,254,225,195,194,254,62
130 DATA 201,50,62,191,195,0,91
140 DATA 221,33,253,240,17,236,13
150 DATA 62,255,55,205,86,5,48,241
160 DATA 175,50,229,254,33,0,0,34
170 DATA 230,254,243,195,89,241
```

By the way, 20% of a copy of *Manic Miner* on the Coupé isn't a great deal of use to me, but I'd like a copy of the mag with that interview with me in it.

HACKERS MONOTONOUS

Richard Swann's little joke there! Well, it made me laugh. Anyway, as a quick finish-off, chuck this in and run it. Incidentally, lads, any of your older listings which haven't been published aren't going to be now, so please stop sending them in.

```
10 REM Italian Supercar by HA
20 CLEAR 24299: LOAD ""CODE 24300
30 POKE 24342,251: POKE 24343,201
40 RANDOMIZE USR 24300
50 POKE 29340,0: REM INFY TAKES
60 POKE 34415,0: REM INFY TIME
70 RANDOMIZE USR 24384
```

I'm off to HMV now to buy the new Transvision Vamp video. When I get back I want to go through all your lovely letters. So send your POKEs and Pokerama requests to me, Jolly Sandy North, at PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. Sae's will improve your chances of a reply, and a copy of anything you want hacked for the tape will improve the chances of their appearance therein. Please, please say if you want them back. See you in the scrolly.

CAPTAIN DYNAMO

Now this was a brilliant cover demo. We loved it! So did Ian Jackson and he's drawn this map to prove it. R Stevenson was tickled too. Luckily he stopped laughing just in time to pop these tips in the postbox.

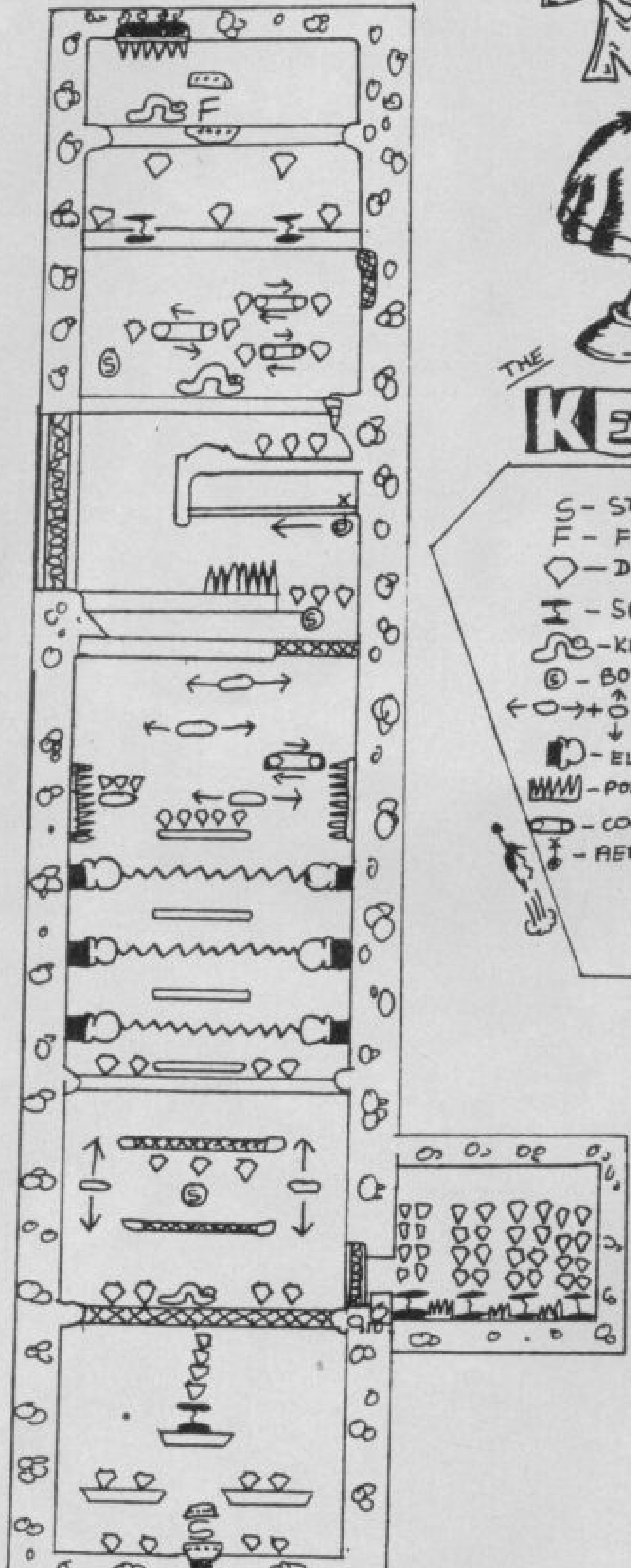
☆ Kill worms by jumping on their heads. (Yuk!) You receive 1000 points every time! So leave the room after killing a worm and then go back to re-kill it. You can do this as many times as you want.
☆ On the part in Sector Four where you travel on the pulley – don't, it's too difficult! Simply walk under the spikes.
☆ Collect the first s before going into the secret room, as this means that you start at the s position if you die in the room.
☆ In Sector One jump onto the platform with the spring in it, but not on the spring yet. Jump up to see where the worm above you is. Time and position your springy jump accordingly. Then kill the worm by jumping on its head.
☆ In the secret room, position your bounces as shown below so that you're as far close as possible to the edge.
☆ On the bit with electric bolts, timing is essential. As soon as the first bolt disappears do a short jump and duck quickly. When the second bolt disappears, do a big jump up and duck. Repeat 'til the top is reached.

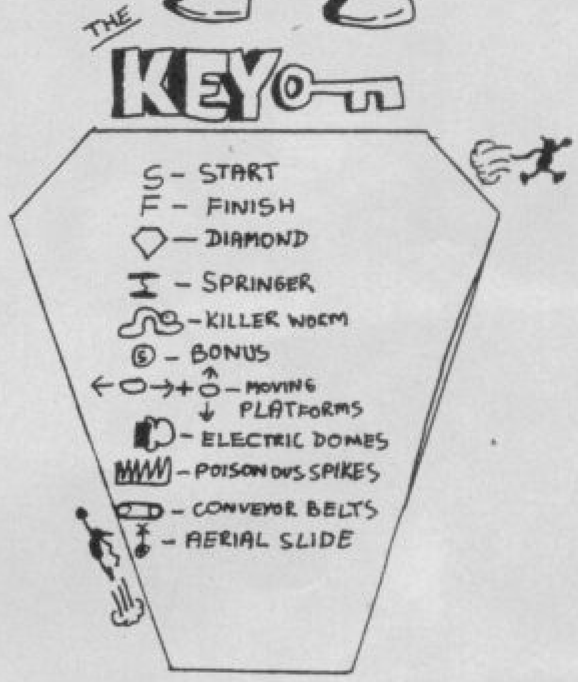


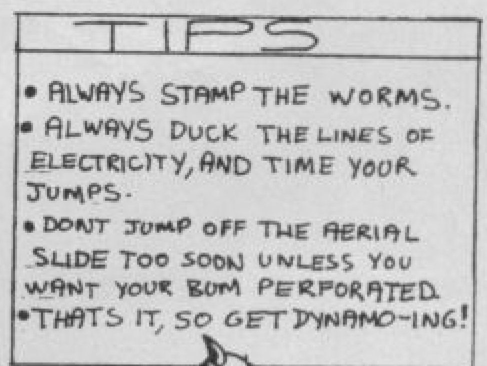
☆ Never go to the shops without money.
☆ These are getting a bit silly now.
☆ Actually.

Aha, that Cap'n Dynamo isn't as sensible as he seems. It is, in fact, a very good idea to go to the shops without money. I do it all the time.













JAMES BOND – THE SPY WHO LOVED ME

Andrew Morgan has found a quick way to do Level Three on this budgie without getting killed.

When you start on Level Three try and get 150 tokens and buy the submarine in Q's truck. When you see the word JETTY don't go left but carry on to the right and you will be back at the start of Level Three without losing a life. Carry on 'til you have enough tokens. The best things to buy in Q's truck are the sub and the sub lasers. You must buy the sub to get your car underwater.

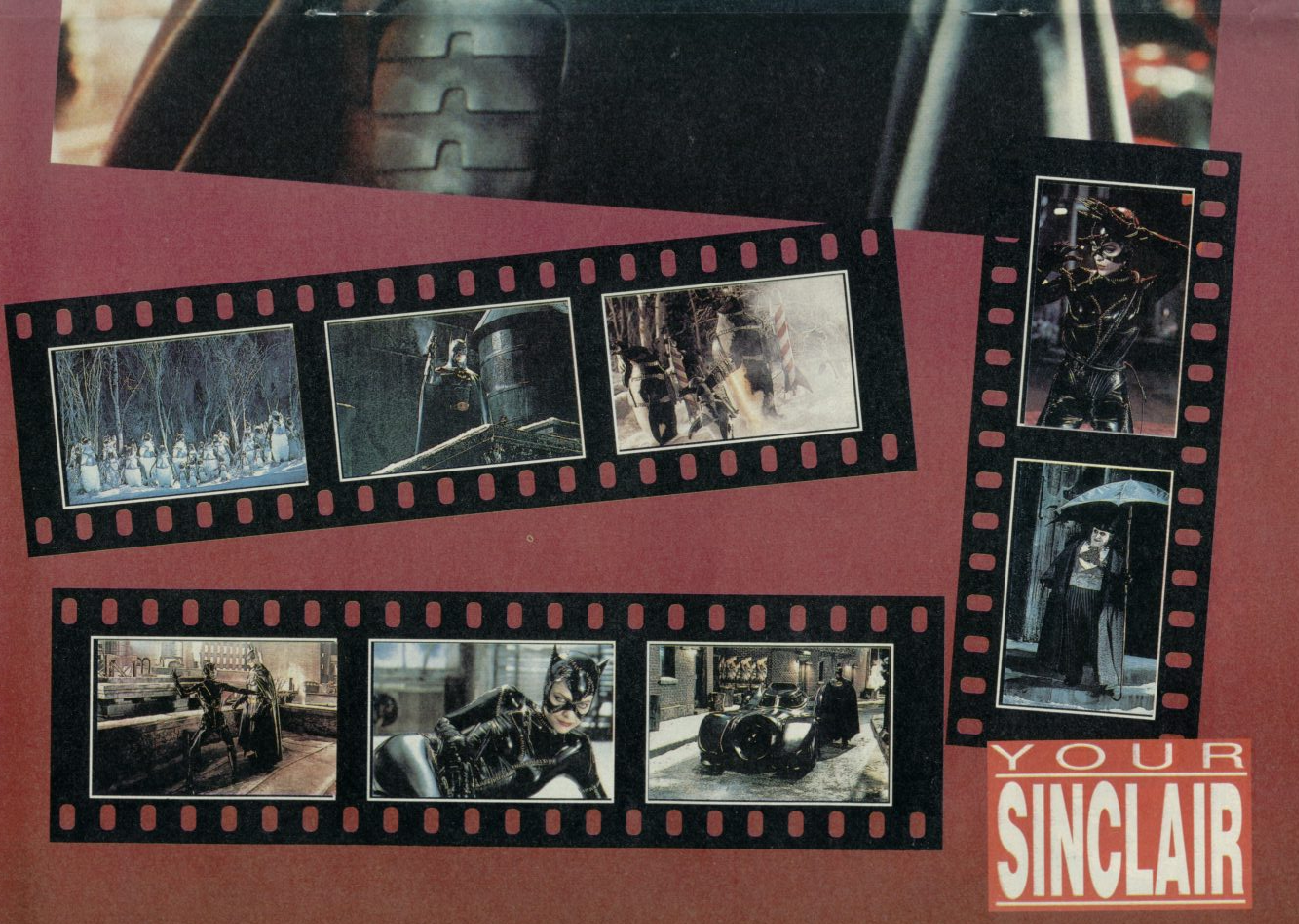
Instead of going down the middle of the ramps, go to the edge so that the car is on its side. If you stay in this position you'll glide through the screen without getting damaged – except for the helicopters.

There you go – how to live fast, get all the babes and never die. Amazing.

NUFF SAID

That's your lot for this month I'm afraid, Spec-chums. It's time for me to wander into the setting suna nd scrunch my eyes up. If you lot send me lots of really spesh maps and things I can probably do a big tips special again. So post your stuff to me, Linda B, at the YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.


BATMAN
RETURNS


YOUR
SINCLAIR

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



Oh dear, oh dear! Our Tec seems to have got the wrong idea. Again!

I was walking down 42nd just the other day when suddenly a gang from the East side pulled a job on the Central Bank. Before I had a chance to take charge of the situation a dark, ominous figure came onto the scene. You should have seen this guy – all dressed in black with a long flowing cape and his undies on the wrong side of his trousers. What a class 'A' dork! That wasn't to say he didn't look dangerous, though. I could tell he was a bad 'un from from the grim expression on his face. Here comes trouble I thought...

I was right. He strode into the bank and then there was mayhem. 'Biff', 'Kapow' and 'Urggh' noises came from within. There was no doubt in my mind that this bat-like berk was the mastermind behind some criminal network, the like of which the sprawling metropolis of Bath had never seen before. Something needed to be done and I was just the guy to do it...

COLOUR CODING

I have a few questions to ask you.
1. Is there any way of stopping the colour changing when you draw lines of different colours next to each other?
2. Can you recommend a book on machine code?
3. My Spectrum +2A's power pack is broken, is it worth getting it repaired?
Paul Ward
Hull

Hull eh, Paul? Nice place. Spent some time there when I was learning the Tec trade.
1. The Speccy uses a system called attributes to store the information on its colours. The attributes form a grid of squares, each eight by eight pixels square, and contain two colours; one for the background and one for the foreground. When you draw a line close to another one, if it lies within the same attribute block, then anything drawn in the previous ink colour will change to the new one. There isn't really any way of getting around this, apart from careful planning when you design your screen layouts. If you want two neighbouring lines to be of a different colour then make sure that they lie within different attribute squares. There's a page showing the attribute grid towards the back of your Speccy manual.
2. There have been bucket-loads of books on learning machine code. The trouble is finding them, as most of them were published quite a few years ago. Your best bet is to hunt through the bargain bins in bookshops. A particularly good one for beginners is Mastering Machine Code On Your ZX Spectrum by Toni Baker, published by Interface Publications.
3. Power packs are fairly cheap to replace and so, unless it's a minor problem like a blown internal fuse, then buying a new one would be a better option. Check out the ads in On Spec for details of suppliers who stock them. **Ad.**



BRIGHT IDEAS

I own a Speccy 128K and I would like to know if the Speccy can have more than eight colours. I thought it was limited to this number, but when I press the reset button and hold down BREAK to bring up the colour test screen, it shows more colours. Can you help?
Michael Clements
Westcott, Bucks

The Speccy does indeed have just eight colours, but there is an extra command that enables you to increase their intensity to bring you extra shades of brightness.
The BRIGHT command does this and it can be switched on and off by setting it to one and zero. Try this for an example of how it works:

```
10 PAPER 6:INK 1:PRINT "This has
brightness off..."
20 BRIGHT 1:PRINT 'and this switches it
on."
```

Although the second line is printed in the same colours, you should see that it's brighter and the colours look visibly different. **Ad.**

MUSIC TO MY EARS

I've got a problem and I thought you might be able to help me with it. *(Have you seen a doctor? Sometimes these problems can get really out of hand. I once knew a guy who... Oh, I see, it's not that sort of problem. Ad)* I am writing a music program in BASIC which, when it's finished, will allow a person to enter musical notes. It will then save your finished tunes. My problem is, how do you save the tunes as a permanent part of the program? I've tried things like SAVE A$, but this just saves the program without the tunes that have been typed in. It also saves the program with the name of whatever A$ is.
William Telford
Boston

The problem is that when you type SAVE A$, the Speccy evaluates the string and tries to save your program with that name rather than trying to save the contents of the string itself.
What you need to do is tell the computer that you wish to save the information. You do this by adding an extra parameter to the save command. You can only do this with arrays so you might need to dimension an array of just one element.
Use the format SAVE "filename" DATA a$() to save the array to tape. **Ad.**

BUSTER BRAINCELL

The other day I was messing around with the expansion port on my +2. I connected the the wrong wires up and busted the computer. It's not guaranteed. Is it the Z80 chip that's gone, and if so, could I lift one from an old 48K Speccy?
Michael Hinds
Rochdale

Let's face facts here, Mike, you're stupid. Why on earth were you messing around with the expansion port at the back of the computer? It's connected to all sorts of sensitive components and it's no wonder that you've done it in.
I'm afraid you're going to have to shell out some dough, Mickey. You'll have to send your computer back to the repair shop. Look up On Spec for some addresses.
Never prod around with the expansion interface at the back of the computer and always make sure that the power is off before you plug or



unplug anything into the back of the machine. You have been warned. Michael, you should have learnt your lesson by now – and an expensive one at that. **Ad.**

DISK ACCESS

When programming in 48K mode on my Speccy +3 I can't seem to save to disk. How can I save to disk in 48K?
Simon Everitt
Hampton, Middlesex

You can't, I'm afraid Simon. When in 48K mode you can only access the machine's tape functions as the 48K ROM was designed before the disk drive was made available.

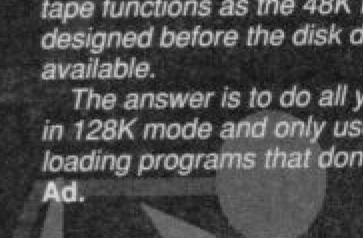
The answer is to do all your programming in 128K mode and only use 48K BASIC for loading programs that don't work in 128K. **Ad.**

TAPE TO TAPE

We need to replace the Datacorder for the Speccy +2. I've read somewhere that an external tape recorder would be better for problem tapes. Can you suggest some, and where they can be bought?
A Rushworth
Hornchurch, Essex

How easy it's going to be to connect an external tape deck to your machine depends on the type of +2 you have. If it's an older model then you're going to have more difficulty that with one of the newer models that are based on the +3 circuit board.

The +2A, as it's known, has a tape input jack built in – this is the tape/sound socket at the left–hand end of the computer. Buying a lead from a computer store will allow you to connect it to pretty much any external cassette recorder.



If it's an older model then there is no socket to connect to a tape recorder – to do so involves opening up the machine and connecting it to the tape recorder circuitry inside the machine. I'd get an electronics engineer to do this – it shouldn't cost too much.

Any cheap tape recorder will do – look out especially for ones that are marked 'computer compatible'. Sony make a good one for around £20 or so, and Tandy also produce some reliable models. **Ad.**

INTO PRINTING

Until recently I have been 'making do' with *Tasword 2* on my +2, but now I've finally got *Tasword +2*.

The problem was that the software built in to the Interprinter Centronics interface does not cater for *Tasword +2*, only for *Tasword 2*. So, as you may understand, I was more than a little peeved that I could not get my new word processor to work with it.

Whilst trying to get it to work for what must have been the fiftieth time I discovered that there is a large blank bit of code in Tasword +2, around address 60000 or so, and that the reason the Interprinter software, which starts at address 64500 and is 903 bytes long, did not work is that it had overwritten part of the Tasword +2 code, causing the program to crash. My brother and I tried relocating the code – with some success – but then decided that it might be better if we tried 'knocking off' the last hundred bytes of Interprinter code (it's not needed to work in conjunction with the word processor as it's used for hi–res screen dumps).

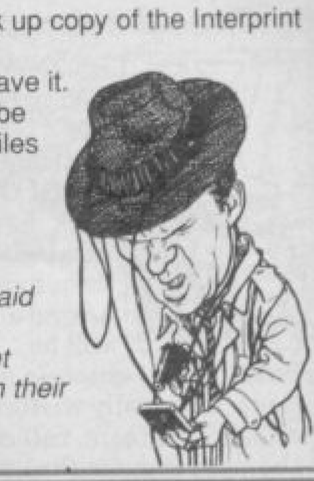
Do the following to produce a *Tasword +2*–compatible version of the Interprinter software:

```
10 CLEAR 64499:PRINT "Play
Interprinter tape"
20 LOAD "inter" CODE
64500,903:CLS
30 PRINT "Code
loaded"
40 PRINT "Put a blank
tape in the cassette
recorder."
50 POKE 64499,0:SAVE "inter803"
CODE 64500,803
```

After you have used this program to save the modified code to tape, select 'Into Basic' and type:

```
LOAD "inter803" CODE 64500,803
60 RANDOMIZE USR 64500
GOTO 60
```

And make a back up copy of the Interprint code in the usual way.There you have it. You should now be able to print out files with Tasword +2.
Lee Graham
London



Thanks Lee, I'll raid the YS store cupboard and get some goodies on their way to you. **Ad.**

THE BOTTOM LINES

I am writing this in hospital where my dying granny lies. Ten minutes ago she gained consciousness and said in an old and weak way, "I am old and will waste away. Before I go I would like to know how to change the colours in the bottom two lines of the screen of my Spectrum +2. My last wish is to know this before I die. Moan... Groan..."

When I said I didn't know my heart was full of guilt and she started to go into a coma. "Don't worry," I said, "I'll write to Spec Tec because I know he wouldn't let a dying granny down!"

There was no reply, but I could see a faint glimpse of hope in her eyes. I am certain that if only I obey her last request she may pull through and we'll live happily ever after. (She may even change her will and give you lots of money!) So, if it isn't too much trouble to answer my... er... her last question, we will be greatly obliged.
B Horlicks
Upton, Chester

Sorry to hear about the old bird. If she does pull through by some miracle, then I'm afraid I'm gonna have to ask for cash, used notes preferably. (Few probs with the tax office and I'd rather keep my financial dealings to myself.) Send it in marked 'Cash' to the usual address to be sure it gets my immediate attention.

There are a couple of ways to control the bottom two lines of attributes. The first will also affect the border colour and it is by the way of a single POKE:

```
POKE 23624,8*paper
colour+ink colour.
```

So if you wanted a tasteful magenta writing on blue background (which have colours of 1 and 3 respectively) you'd enter:

```
POKE
23624,8*1+3
```



The second method involves poking the attributes in the bottom two lines directly and will not affect the border colour, but in BASIC is noticeably slower. As soon as an input is requested or the program finishes, though, it will revert back to the old colour:

```
10 FOR n=23232 TO 23295:POKE
n,colour:NEXT n
```

The colour is worked out in the same way as the other method.

Hope that gives gran something to cling on to and makes life worth living again. **Ad.**

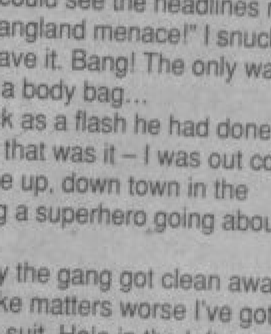
YOU KNOW WHERE TO FIND ME

I pulled my .45 out of its holster and the weight felt comfortable in my hand. I was going to bag this guy – he hadn't reckoned on Spec Tec. I could see the headlines now: "Spec Tec saves city from evil gangland menace!" I snuck up behind him, aimed and let him have it. Bang! The only way this guy was going home was in a body bag...

I don't know what hit me. Quick as a flash he had done a triple backwards somersault and that was it – I was out cold. Next thing I new was when I woke up, down town in the precinct, charged with obstructing a superhero going about his duties.

How was I to know? Apparently the gang got clean away and it was all down to me. To make matters worse I've got a bill from Batman's tailor for a new suit. Hole in the left ear. I think it looks kind of neater like that...

How am I gonna come up with the 500 dollars? One-off suits are so expensive, why can't he go to Top Man like everybody else? Looks like I'm gonna have to rely on your help again, readers...



Send your letters to **Spec Tec, YS, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.**

And hopefully I'll be out of this mess by next month.

YS ADVENTURES



SILVERWOLF

By: Zenobi Software

With Zenobi taking over the distribution of the GI Games back catalogue even more adventurers will be exposed to this absolute gem of a game. Originally written by the *St.Bride's* team, *Silverwolf* is the kind of game that will hook new adventurers and reel them in. It's a two-parter, has some rather nice spliT-screen graphics and is easy enough (and friendly enough) to let novices get on with it.

The game is set in western England – 5000 years ago. The cast of characters have names like Lord Fear, Morven and Princess Mayana. These are mere bit players as the game itself revolves round the exploits of the central characters. Thunder and Uisce appear in Part One, and Rahiyana and Whirlwind take centre stage in Part Two. Each character has specific attributes which are needed at certain times during the game.

The actual game plot is quite deep. A usurper sits on the throne of Abolan and the four main characters you control must help the reincarnated form of the true Princess regain her rightful place as ruler. Bizarrely, a modern schoolgirl, Petra Stone, is the reincarnation of the Princess. She must drink from the Cup of Memory on the Sacred Mountain and the enchanted sword must also be found and retrieved if the Princess's warrior alter-ego, Silverwolf, is to be reborn.

Silverwolf is an adventurer's dream. Everything that needs to be included as an aid to adventuring has been, and the parser works superbly too. Most intriguing of all though is the way the characters have different abilities. Uisce, who is a shape changer, is my favourite character as she can change into almost any living form she encounters.

The objects you are expected to find and use whilst playing have a magical air about them, and many have little detailed graphics that accompany them. The same goes for the locations. The descriptions of the various places you can visit on your travels are gorgeous and the atmosphere they help create really does go to make this game a classic. At just £1.99 it shouldn't be missed. The good news is that two other titles from Zenobi, *The White Feather Cloak* and *The Dogboy* are similar in style, content and overall quality. Two more essential purchases to be reviewed next issue!

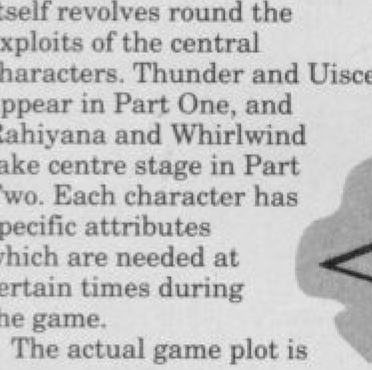


Illustration by Anthony Colbert

TEXT	9/10
VALUE	10/10
PERSONAL RATINGS	9/10

Silverwolf is available for £1.99 (tape) £3.49 (+3 disk) from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. (Cheques etc to Zenobi Software. Non UK customers add 50p postage per game or £1.00 per game for Air Mail.)

NEWS



A bit of interesting SAM Coupé news rather than Speccy news this month. The rumours that have been flying around lately concerning the imminent arrival of a new SAM Coupé adventure writing system have turned into something more substantial. A demo disk of Colin Jordan's *SAS, SAM Adventure System*, plopped through the letter box the other day and, once loaded, gave details of what it can do. The demo consisted of a couple of split screeh digitised pictures, scrolling text and some general info. As a demo it wasn't very impressive because all you had to do was press a key to scroll some text, but the systems features sound promising. Variable text size, optional text compression routines, incorporation of super-smart multi-colour graphics and a decent parser to boot. It all sounds rather *PAW*-like, but with more memory to play around with. I dare say that by the time you read this someone will have already written a game using *SAS* specifically for SAM's wonder machine. At £30.00 it's not cheap, but if it delivers the goods it should do for SAM adventure writing what Gilsoft's *Quill* and *PAW* did for the Spectrum. For more details write, enclosing a sae, to: Colin Jordan, 89 Trewent Park, Freshwater East, Near Pembroke, Dyfed SA71 5LP.

ARNOLD THE ADVENTURER 2

By: Zenobi Software

Arnold Tanglewood, the caped twerp originally seen in *Arnold The Adventurer 1*, is back! If you missed the first instalment then you have two reasons to buy this, the sequel. First of all you needn't have played *Arnold 1* to play this sequel, and secondly you get *Arnold 1* on the B-Side anyway.

Arnold has a nickname which tells you all you need to know about the sort of super-hero guy he is... 'The prat in a cape'. In *Arnold 1* your mission was to retrieve the fabled Crystal of Conrad that had been nicked by the evil villain Schwartze who threatened to use it against your old pal, Winthorpe the Wizard.

Arnold 1 was an amusing little romp and *Arnold 2* is quite a funny sequel. Amid darkening skies, a blighted land and tales of terror it seems that the evil Schwartze has popped up once again. Winthorpe the Wizard disappears into thin air – taking with him the knowledge of what it is that's ruining the land yet again. By this time Arnold has fallen from being a national hero to a washed-up no hoper with nothing but a crumpled cape in his shopping bag. Now's the time for that cape to be donned once more.

There's a fair selection of problems and most are of the fairly straightforward see-'em-and-solve-'em persuasion. As the game unfolds you encounter a few tougher problems though nothing to really put you out of your stride. You should find yourself collecting plenty of objects as you go... leave no stone unturned as there are times when something missed will be impossible to go back and look for.

When all is said and done *Arnold 2* won't be a lasting challenge for the experienced player but it will give you a few laughs and 'tests' along the way. The free game on the B-side is a bonus that's most welcome. Overall it's a nice game to play, and is especially good for less experienced adventurers. Great value for money too!

TEXT	■■■■■■□□□□
VALUE	■■■■■■■■■□
PERSONAL RATINGS	■■■■■■■□□□

Arnold The Adventurer 2 is available for £2.49 (tape) £3.49 (+3 disk) from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. (Cheques etc to Zenobi Software. Non UK customers add 50p postage per game or £1.00 per game for Air Mail.)

APRIL 7TH

By: Zenobi Software

Neo-Maoist Fundamentalists! The United European Republic! Sino-Arabian Alliance! The Republican Army of New Mesopotamia! Oh yes, and Aliens too. What does it all mean? Well for a start, this is the future and there's a touch of the old full scale thermonuclear-type war lurking in the background. You're one of the lucky ones (?) chosen to dwell in purpose-built bunkers and help prepare for life after the big bang. With the passing of time your 'mission' seems pointless, and it's only when you awake one day to find a strange note from a friend telling of the slaughter and mayhem that took place as you slept that the game itself begins...

Being a *Quill*-ed adventure most of the commands stick to the good old verb/noun format. From the note you find at the start of the game you discern that it's a bit toxic and dangerous outside, and the stern warning to 'kit-up' should be heeded.

Right from the start there are minor tasks to complete, body searches to carry out and pass cards to collect. Most of the first half is fairly straightforward, there aren't many red herrings so most of the items you pick up will have a use at some stage in the game. The items themselves are varied and have logical uses. Experienced adventurers will shoot through this post-apocalyptic tale pretty darn quick. Nevertheless, it's interesting from start to finish as you never quite know what unpleasant surprises await you. A good first game from newcomer Geoff Lynas.



TEXT	■■■■■■■□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■□□□

April 7th is available for £1.99 from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.
(Cheques etc to Zenobi Software. Non UK customers add 50p postage per game or £1.00 per game for Air Mail.)

COUPON CORNER 'THE GUILD'

Tony Collins of The Guild has generously offered any of the following +3 disk compilations, collectively known as *PAWS For Thought*, at £4.00 per compilation instead of the usual £5.00. So if you fancy the sound of any of the following, then get ordering...

TO: The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.
FROM:

Name..............................

....

Address ....

....

....

....

....

....

Postcode ....

Could you please send me the following compilation. I enclose a cheque/postal order made payable to Glenda Jackson for ....
(Overseas customers add £1.00 per game to cover postage.)

☐ ***PAWS For Thought Vol 1*** featuring...
Alstrad, Dungeon Of Torgar, The Last Believer, Dragon: Corya 1.

☐ ***PAWS For Thought Vol 2*** featuring...
Deathbringer, Arlene, Teacher Trouble, The Calling (128k).

☐ ***PAWS For Thought Vol 3*** Featuring...
Homicide Hotel, Theseus And The Minotaur, The Island (128k), *Holiday To Remember.*

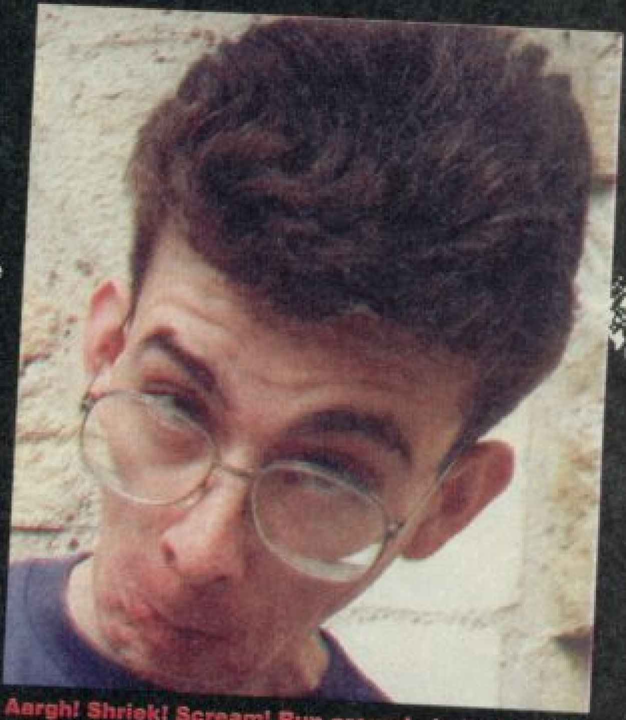


ERIC ™ THE PSYCHOTIC MADMAN "TRIES TO READ IN PEACE" by Phil
ONE TRANQUIL MORNING IN THE PARK...
THUMP THUMP THUMP
THUMP THUMP THUMP THUMP
THUMP THUMP THUMP THUMP THUMP
BRAAAARRPP!!
RAVE
YAAAAAAAT!!!
NEEEOW! BANDITS AT 6' OCLOCK! DAKA DAKA!
MICHAEL! GAVIN! GET BACK HERE NOW!
ANYWAY, I SAID SHE SAID THAT HE SAID THAT SHE DID THEN I SAID HE DID SO SHE SAID
OO YOU NEVER!
OOO, I DID, SO SHE SAID 'WELL THAT SPEAKS VOLUMES' SO I SAID...
CO-OP
GAVIN!! LET GO OF THAT SQUIRREL!!
BRRAAAUURRRRRR
SO I SAID SHE SAID THAT YOU SAID THAT
OO SHE DIDN'T!
SHE DID! OO WELL I SAID TO HER YOU SAI
RRRRARRRRRRRRRARRRRR
GET OUT OF THAT POND!!
THUMP THUMP THUMP
SO I SAID OO YOU NEVER DID AND SHE SAID WELL
WELL REALLY!
'IT'S TAKES ONE TO KNOW ONE', SHE SAID. SO I SA
OO, WELL FANCY THAT!
BLAH, BLAH, WAFFLE, DRONE
SNIK!
BLAH BLAH BLA
ACME SPACE FILLER
?
LEAVE THAT DUCK ALONE MICHAEL!!
QUACK! QUACK QUACK!
RRRRRR
THUMP THUMP THU
BLAH BLAH BLAH
BLAH BLAH BLAH BLA
BLAAOOM!!
© Phil '92 PRODUCTIONS LTD.
NOTHING SHOULD DISTURB THAT 'YOUR SINCLAIR' MOMENT...

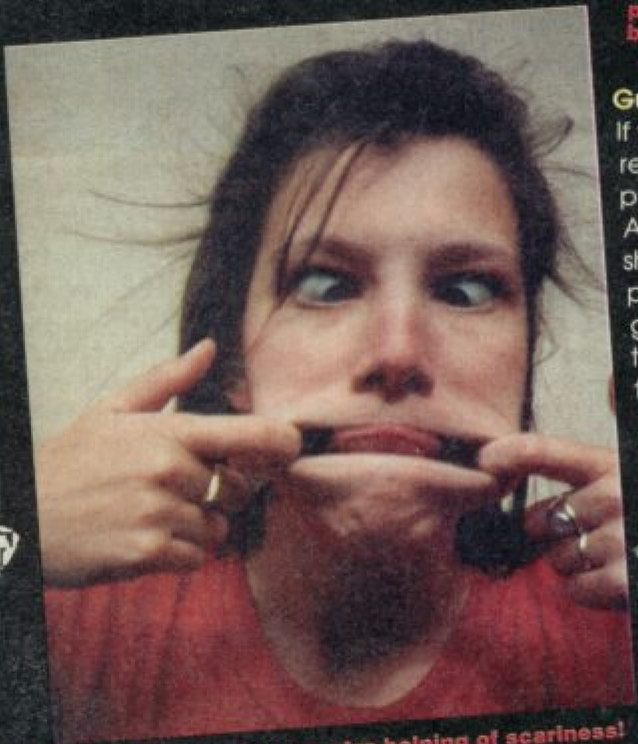
WIN! WIN! WIN!

An incredibly scary trip to the London Dungeons! Plus! 50 copies of Hideous from Alternative!

Spookerama!
The dark surrounded him like a particularly large armchair. The cavern was silent apart from the regular drip-drip-drip of the seepage and the scampering of small scamperers. It was certainly eerie and Mungo Mucklethwaite was certainly scared. But Mungo had been brought up to believe that there was always light at the tunnel. The thing was, he wasn't entirely sure that this was a tunnel. He'd been walking around now for a good ten minutes and he was sure that he could just make out faint screams emanating from the passages that lay ahead. Behind him a disembodied voice said, "Are you scared yet Mungo?" "I want to go home," wailed Mungo. Annoyed, the voice replied, "Oh Mungo, I've paid for us to get in. We're not leaving now. Come on, it was you who wanted to come to the London Dungeons in the first place."



Aargh! Shriek! Scream! Run around aimlessly and panic quite a bit! It's completely *hideous*! (Boom boom.) Aiee! Yibble! (And so on 'til bedtime.)



Gordon Spook with an extra helping of scariness! Is this conclusive proof that the Yeti really exists? Or what? Only you, the public, can decide.

Guaranteed to frighten!
If you haven't already read Jon's petrifying preview of *Hideous*, Alternative's latest shlocker, then turn to page 49 and have a good read. Go on! Tum tum tummity tum! Done that? Good-o, on with the compo then. Alternative have really come up with the goods on this one, they've given us 50 copies of the game itself . Blimey, eh? As if that wasn't enough, they've also handed over ten tickets. Tickets? Doesn't sound too horrifying, does it Spec-chums? Well, grit your teeth and get ready to be monstrously terrified for these are tickets to the London Dungeons. Agh!

It'll haunt you forever!
To scare yourself half to death all you have to do is make Linda scream very loud and jump out of her plimsolls. To do this simply send in a photo of yourself pulling a grotesque face. The ten little monsters with the most swoon-inducing grimaces will each receive a ticket enabling the bearer free entry to the dungeons and a copy of the game. The next 40 nasties will each get to play *Hideous* in the comfort of their own chamber of horrors. Send all photos in to *I'm A Teenage Zombie From Transylvania* compo, YS Compos, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2DL. And make sure your entries are in by the 15th of August, 1992.

RULES

- Nobody who works for Future Publishing or Alternative can enter our compo. It wouldn't be fair cos they're all so ugly.
- Multiple entries, as well as those received after the closing date, will be fed to our pet zombie.
- Linda's word is absolutely final and her record collection is absolutely terrifying.

PUBLIC HOUSE

It's always an experience going through the postbag here in the Shed. Just the other day, we received a letter from a chap calling himself Talisman of The Mad Guys. "Hello you bundle of crazy heads!" he started, so how could we resist reading on? It turned out that The Mad Guys are a demo coding group hailing from sunny Stuttgart, and they were a bit peeved that we hadn't written about the Speccy PD scene. After recovering from the surprise that there was a Speccy PD scene, we gave Jon Pillar a notebook and a load of blank tapes, and sent him a-skipping off into the public domain. This is his story. Some names have been changed to protect the innocent. Others are just naturally silly.



The bouncing intro from *Quingagesima*, the Speccy's second most stupidly named program after *Nonterraqueous*.

Okay, let's take it from the top. Public domain software is software that's, um, been released into the public domain. Um... excuse me a moment. (Sounds of somebody asking passers-by for the definition of public domain and by an incredible coincidence coming across Adman Pewters, embarrassingly badly-disguised expert on public domain.) Right. It's software that is freely distributable, but which remains the copyright of the author. What that means is, you can get a copy of it from anyone, and pass it on to anybody you like, as long as you don't change it or charge for it. (Thanks, Adman.) The other



One-tenth of the ridiculously good *Lyra 2* megademo. See! Dancing girls! Scrolling colour! *Soundtracker* music! And other things!

thing about PD is that everyone who writes it is obliged to have a ludicrous pseudonym. Sorry, but you're not a PD programmer unless you're called "Scrunk," or "Longshot," or "Phoop," or something. The Speccy PD scene is dominated by demos (spookily, mostly from Poland) but there are a fair few utilities and games to be found if you know where to look. Cheerily, the British PD scene is starting to take off as well, but to be honest the UK crews have got a long way to go in order to catch up with the quality of the chaps abroad. I mean, wow.

Demos

Amazing things, demos. With no piffling game to get in the way, they can devote the full 48K to squeezing some incredible



The 25 minute long *Party*. Agent-X impresses the guests by putting his head in a basketball hoop. Note the Anglo-Nonsense scrolly.

effects out of the Speccy. Witness *The Lyra 2*, a multi-part megademo which features circular-scrolling text, or *Quinqagesima* which supercharges the 128K Speccy's sound chip. Also *No More Intelligence 3* (another jolly splendid megademo), *Hypersonic 2 Preview* (bafflingly good music), and *The Party* (a silly digitised slideshow of some coders having a party). And about two hundred others as well. I mean, wow. (Again.)

Utilities

It's in the utility line that the UK crews make the strongest showing. Prism have a load of routines on offer, which do everything from map out RAM to buffer the 48K keyboard. There's also a forthcoming DTP package



***The Lyra 2* again (ahem.) The '128K' bit is part of a scrolly message (in colour!) and the demo's backed by some digitised drum breaks.**

that could be rather hot. Looking to foreign climes, there are some stupendous programs around. Monitors, code and screen compressors, compilers... the list is, ooh, about that long really. Best of the bunch has to be the 128K *Soundtracker* sample sequencer, but we've got that on the tape next month so mum's the word, eh?

Games

Hmmm. Not a lot from over the water here. The only one I could find was The Lords' *Dart Lord*, which is basically a really poor carve-up of *180 degrees*. Tut. The Brits do rather better, with Prism (again) boasting a load of *Invaders/Bomber/ Frogger* variants, plus a real oddity called *SincC5* (you have to knock down pedestrians in your C5!) Oh well. The demos are more fun than most of these anyway.

Who do these PD chappies think they are anyway?

These are the chaps to petition with hefty saes and lots of patience.

- **The Lords** c/o David "Lord Insanity" Gommeren, Juriaandonk 36, 4707 TE Roosendaal, The Netherlands. Scrunk, Thing, Lord Insanity and some other people whose names completely escape me are strong contenders for ruling the roost when it comes to demos. Fabby raster/colour effects and lots of music are the order of the day, yes indeedy.
- **The Mad Guys** c/o Talisman, PLK 094323 E, W-700 Stuttgart, Germany. Blimey, it's the dudes themselves. The fellows who put us onto PD (as it were) are fair nifty with the old coding fingers themselves. Some nice slideshows, and of course, they wrote *The Party*. (I think. There's just so many PD programs in the Shed, I've completely lost track of who wrote what.)
- **Prism PD** 13 Rodney Close, Bilton, Rugby CV22 7HJ. Brit outfit that deals in PD "packs" – you pay £2 for any 12 programs from their various selections. Clip art, demos and, um, lots of other stuff on offer. Sae for list of goodies.
- **ESI** c/o Mat, Swietopelka 20/25, 87-100 Poland. Look, they wrote *Logo*. What better credentials could you have?
- **Kronus**, 108 Stanley Road, Gloucester, Gloucestershire GL1 5DH. A Brit crew. Hurrah!

NEXT MONTH!

YS reviews PD! Possibly. If there's enough demand. And enough PD. Actually, I don't think the latter's going to be a problem. (Sounds of large piles of PD tapes collapsing on someone's head.) B-bye.

It's getting decidedly shadowy! Do you press on (page 50) or chicken out (page 12)?

DJ PUFF'S VOLCANIC CAPER

CodeMasters
☎ 0926 814132

Little Puff, eh? Once a humble but amazingly cute dragon whose only purpose in life was to amble around, appreciate the daisies and set fire to things. But now, thanks to a mix-up at the post office which meant he got a Thrashmaster 609/X 3D Bass Screaming Granny mixing deck instead of his weekly edition of Tiny Tots, Little P has become mixmeister DJ Puff. Strutting his funky thang and shaking his gingham flares, our gear hero boogies the night away along with his newfound disco chums. (Pardon? What – even the gingham flares? Well, I thought they were trendy. Oh. Right. I get the picture.) Sorry about that. It seems that DJ Puff is actually 'raving (he's raving)' while 'snapping his leather j' with his 'forest posse.' Honestly. What kind of talk is that? It's not even English. I bet they play their TVs all night as well. Ruffians. What's the world coming to, eh?



Sadly, for kindly old Geppetto, it was all over. Not even his Groucho Marx disguise kit could save him.



TOP FIVE LIZARDY RECORDS

- Pass the Dutchie by the Left-Hand Lizard (Musical Youth)
- Bohemian Lizard (Queen)
- She Loves You Lizard Lizard Lizard (The Beatles)
- Nessun Lizard (Luciano Pavarotti)
- I've Got a Brand-New Combine Harvester and I'll Give You the Lizard (The Wurzels)

Disaster strikes this happy band in the form of Captain Krip. Despite sounding like a particularly nauseous American breakfast cereal, he is in fact dictator of DJ Puff's island home. He's also an inexplicably fierce fan of The Carpenters, and has outlawed all music that hasn't been written by Karen and Richard. The bounder. Hearing sounds of jollity from Puff's direction, Captain K sends in his army to filch ol' lizard-features's record collection and hide it in an extinct volcano. The cad.

DJ Puff 's Volcanic Caper is an arcade-y adventure-y sort of platform game with loads of power-ups and shooty bits thrown in. Puff has to strut... sorry, *glide* about the place, picking up his stolen vinyl and blowing fireballs at Captain Krip's minions. It all looks amazingly colourful, not to mention fun, and we'll be spinning it round the Shed turntable awfully soon. (It'll give us an excuse to get rid of Linda's Pastels records anyway.) ✪

FAX BOX

Game	*DJ Puff's Volcanic Caper*
Publisher	CodeMasters
Price	£3.99
Programmers	Brian Beuken
Release Date	Summertime (time to sit back and unwind)

SEYMOUR'S WILD WEST

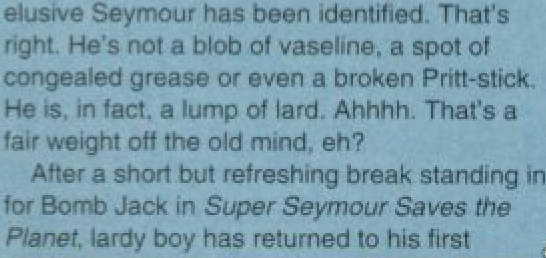
CodeMasters
☎ 0926 814132

It's official! Yup, after months of heated argument, lengthy discussion and fights, the elusive Seymour has been identified. That's right. He's not a blob of vaseline, a spot of congealed grease or even a broken Pritt-stick. He is, in fact, a lump of lard. Ahhhh. That's a fair weight off the old mind, eh?

After a short but refreshing break standing in for Bomb Jack in *Super Seymour Saves the Planet*, lardy boy has returned to his first love – the movies. The box office returns from his debut picture, 'Seymour Acts a Bit Like Dizzy,' have ensured a sequel. In fact, several sequels. In the game, you play a labrador named Pip and you have to chase cars. Actually, you don't. You play Seymour and you have to make some movies.

We just threw in that bit about the labrador to make you think you'd suddenly gone mad. Sorry.

In his attempt to flood the film market with loads and loads of Seymour pictures, our hero has to scamper across America in a westerly direction, dashing off a quick two-reeler at each stop along the way. These hastily-written films enjoy such evocative names as 'Runaway Express,' 'Injun Trail,' and 'Rescue Beautiful Heroine From Evil Man With Black Cape and Odd Moustache.' Really!



"Run away!" shouted Bob. "The town hall's a-going to blow!" Actually, it wasn't.



TOP FIVE LARDY MOVIES

- Wayne's Lard
- Lardy of Arabia
- The Unbearable Lightness of Lard
- Indiana Jones and the Temple of Lard
- Lard!



Big Ed strutted down Main Street, his spurs a-clanking and a-shining. Actually, he didn't.

Seymour's Wild West is basically a hugely enormously wibblingly large game along the lines of *Seymour in Hollywood* but about sixty-three times better. To make each of the movies you have to solve a mini-game about twenty locations in size. That makes the whole game at least... um... sixty screens long. Wtih quite probably a few more screens on top. Blimey. In fact, double blimey. Keep your eyes peeled for a full review very soon. In the meantime, keep practising with your lasso. ✪

FAX BOX

Game	*Seymour's Wild West*
Publisher	CodeMasters
Price	£3.99
Programmers	Big Red Software
Release Date	Sum, sum, summertime



HAYLP!



From the back of the Shed or a workshop at Alton Towers! Wherever we are, whatever the problem, we're ready to help.

TRIP OF A LIFETIME

There is this girl at school I fancy called Sarah. Some of the school went on a trip and when they came back I found that my best mate goes out with her. What shall I do?

Darkman
Haverhill

Linda says: *If you're feeling really bad about it the best thing to do is stay out of their way for a while. You don't tell us a lot in your letter so I don't know whether your friend, or Sarah, knew that you fancied her. If your mate knew then he probably feels quite bad about it, Sarah probably does too. So if they do know then having you hanging around isn't go to make things very nice for them.*

If the fact that you fancy Sarah is completely unknown to both of them, then try not to act too upset around them. They don't mean to hurt you.

Hutch says: *I do think that it might have been a good idea to tell Sarah how you felt. It's all very well building up feelings about girls, but if you're not prepared to have a go and ask her out then you've no-one to blame but yourselves. In this situation I don't think there's anything you can do. Cast your net wider and if you find someone else you fancy, don't be afraid to get to know her a bit better.*

DISAPPEARING TETHER

I am at the end of my tether. I have met a girl recently and she originally didn't want to go out with me because she fancied someone else. After a while it seemed like she had gotten over him and we had gone out once. But just recently she has decided that she doesn't want to go out with me anymore because everytime we're together she says that it doesn't feel right because she still slightly fancies someone else.

Please give me some advice quickly before I start taking my immature friends' advice.

Andi
South Humberside

Linda says: *I know it sounds stupid to say this now when you're feeling really upset but you really should admire this girl. I think she likes you a lot and I think it took a lot of courage for her to tell you what she was thinking.*

There's still a chance that she'll get over this other bloke. I mean, she obviously trusts you a lot and who knows? This other bloke might not measure up to the high standards you've set.

Hutch says: *I wish all girls were as honest as this. I mean look at this way, you know exactly where you stand, that's more than most people can say about their relationships. Nope, bear with her. If she fancies someone else then it wouldn't be right to see you, would it? Someone as honest as this sounds like a prime candidate for for a best friend.*

COME TOGETHER

Like all the other people on this page I've got a problem. The problem is that I've got a crush on this girl and I'm shy.

It's like this. There I was walking around the streets with my mates and then I saw her. I don't know her and she doesn't know me. We haven't even spoken to each other and we don't even know one another's names.

I haven't got a clue and you're the only people I can talk to about my problem. Please help.

Andy
Wednesbury

Linda says: *Okay, first things first – say hello to her. This really isn't that difficult, just look at her when you walk past, smile and say hi. If she smiles back or giggles then you're nearly there! Next time you see her say hi again and ,when she says hello back, say something else. Ask her her name or tell her who you are. There you go – you're having a conversation.*

Hutch says: *Ah, the thrill of the chase, the joy of the kill and the sting of a kick in the shins. Anyway, enough about me. Speak to the girl, Andy! She won't bite (yet) and you may even get to go out with her. One of my favourite tactics is pulling a particularly rad stunt on my board in front of prospective Hutch Chicks. I nearly always muck up the manoeuvre, but the girls laugh and I end up talking to them. Well hey, it works for me.*

PHONE LINE BLUES

I have this problem with my now ex-girlfriend. We had been going out for around two months when all of a sudden she chucked me over the phone. She wouldn't give me a reason other than the usual 'it's not working' thing. So I don't know what's wrong.

Now, over a month later, I still think about her continuously. I can't sleep and I don't eat much. To make it worse she ignores me completely when I see her around and I think she might have found someone else. What do I do to get her to talk to me or even go out with me again?

A Motley fan
Devon

Linda says: *What do you mean "the usual 'it's not working' thing"? A lot of relationships don't work and the sooner people realise it the better. A relationship in which somebody isn't happy is not a working relationship. Your ex-girlfriend probably thought that the relationship wasn't turning out the way she wanted. You're lucky she told you when she did. Very few people are that honest.*

As for getting her back, I don't think that sounds like a very good idea. You've got to respect what she wants, you can't just impose your wishes onto her. Still, that's no reason why you two shouldn't clear the air and speak to one another. She probably thinks she's really upset you and that you now dislike her immensely. Give it time and I'm sure you'll find it easy to chat.

Hutch says: *Linda's right about this one. For one reason or another, this girl decided that there wasn't any point in continuing to see you. It has come as a bit of a shock to you, because you cared more deeply for her than she cared about you. Try and forget her by looking around you; there are bound to be tons of sexy, available chicks just out there just begging for a bit of attention and some skateboard lessons.*

ChildLine
0800 1111

Whatever the problem, it always helps to tell somebody about it. Write to Haylp! Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

PROGRAM PITSTOP



Tap in those numbers, press the enter key and stare in complete amazement at your screen. Is there no end to the joy that a few digits can bring?

For your delectation and delight this month I've got a rather fabby screen compressor which, erm, squeezes your picture into a smaller space which not only saves you vital memory space but also makes it easier and quicker to load. Basically.

Then there's one for the good old SAM which makes loads of pretty patterns. Ahh! I've also put in a Hex loader and a one line text-centring routine. Let's get on with it shall we?

SCREEN COMPRESSOR

by Guy Compressor

Good old Guy – he sends me loads of stuff, even though most of it narrowly misses the printed page. His loyalty has paid off this month though, he says in his letter: "If you like it, print it, and give me the dosh. If you don't like it, then may your aubergines be denser than a lobotomised chicken's mental capacity for cornflakes". Yes, Guy, I expect so. Sometimes I worry, I really do. Back to business, then – save the BASIC using SAVE "name" LINE 9998, then use the universally-acclaimed Hex Loader to enter that bit of hex over there, okay?

The program then does the rest pretty much by itself, but it does tell you the bits you have to do yourself as it runs. If you're interested in the tech, here goes – it works by finding clumps of similar bytes, and storing them as just three bytes. For example, if the first ten bytes of a screen were all A7, then the program saves it as 26 A7 10, instead of A7 A7 A7 A7... etc. The 26 tells the computer to put 10 A7s at a certain address. That's all there is to it, really. Apparently, each screen is saved with a copy of the decompressing routine, so you don't need to load it in first or anything. If the end result of your compressed save is just garbage, Guy recommends a swift poke – POKE 32921 with a number between 0 and 255, then try the whole thing again.

LISTING 1

BASIC

```
   10 PRINT AT 0,8;"SCREEN COMPRESSOR"
   20 PRINT AT 2,6;"BY GUY PALMER (c) '92"
   30 PRINT AT 12,0;"LOAD A SCREEN$......"
   40 LOAD ""CODE 50000
   50 PRINT AT 12,0;"COMPRESSING SCREEN.."
   60 RANDOMIZE USR 32920
   70 LET len=(PEEK 16384+256*PEEK 16385)
   80 PRINT AT 12,0;"LEN OF COMPRESSED SCREEN:";l
en
   90 PRINT AT 14,0;"CALL BY USING: LET L=USR 245
76"
  100 INPUT "FILE NAME: "; LINE F$
  110 IF LEN F$<1OR LEN F$>10 THEN GO TO 110
  120 SAVE F$CODE 24576,LEN+31
  130 CLS :PRINT "VERIFYING..."
  140 VERIFY F$CODE
  150 PRINT "OK..."
  160 STOP
 9998 CLEAR 24575:LOAD ""CODE :RUN
 9999 SAVE "COMPRESSOR" LINE 9998:POKE 23736,181:
SAVE "COM "+CHR$ 175CODE 32768,177
```

LISTING 2

HEX

```
32768: 21 1F 60 11 20 60 01 FF  Checksum = 561
32776: 1A 36 01 ED B0 DD 21 90  Checksum = 892
32784: E2 FD 21 1F 60 01 00 1B  Checksum = 687
32792: DD 7E 00 DD BE 01 CC 32  Checksum = 1013
32800: 80 DD 7E 00 DD BE 01 C4  Checksum = 1083
32808: 52 80 DD 23 0B 78 B1 20  Checksum = 806
32816: E7 C9 FD 36 00 26 FD 7E  Checksum = 1156
32824: 01 FE FF 20 07 FD 23 FD  Checksum = 1090
32832: 23 FD 23 C9 FD 7E 01 3C  Checksum = 964
32840: FD 77 01 DD 7E 00 FD 77  Checksum = 1092
32848: 02 C9 FD 7E 00 FE 26 20  Checksum = 906
32856: 06 FD 23 FD 23 FD 23 DD  Checksum = 1093
32864: 23 DD 7E 00 FD 77 00 FD  Checksum = 1007
32872: 23 C9 CD 00 80 FD E5 E1  Checksum = 1276
32880: 11 1F 60 ED 52 22 00 40  Checksum = 561
32888: C9 21 1F 60 11 00 40 00  Checksum = 442
32896: 7E FE 26 28 08 ED A0 7A  Checksum = 985
32904: FE 5B C8 18 F2 23 46 23  Checksum = 951
32912: 7E 12 13 10 FC 23 18 EF  Checksum = 729
32920: 3E 26 32 35 80 32 56 80  Checksum = 595
32928: 32 82 80 21 79 80 11 00  Checksum = 607
32936: 60 01 1F 00 ED B0 C3 6A  Checksum = 842
32944: 80 00 00 00 00 00 00 00  Checksum = 128
```

LISTING 3

HEX

```
 10 REM The Program Pitstop HEX LOADER!
 20 POKE 23658,8
 30 LET start=32768
 40 POKE USR "a",INT (start/256): POKE USR "a"+1
,start-256*INT
 (start/256)
 50 CLEAR start-1
 60 LET start=256*PEEK USR "a"+PEEK (USR "a"+1)
 80 LET q=start
 90 LET cs=0
100 PRINT AT 0,0;"Address:";q
110 INPUT (q);": "; LINE a$
120 IF a$=CHR$ 226 THEN GO TO 320
130 IF LEN a$<>16 THEN GOTO 370
140 LET f=0: FOR j=1 to 16
150 IF (a$(j)<"0" OR a$(j)>"9") AND (a$(j)<"A" O
R a$(j)>"F") T
```

```
HEN LET f=1
160 NEXT j
170 IF f=1 THEN GO TO 370
180 FOR n=0 TO 7
190 LET y=CODE a$(1)-48: IF y>9 THEN LET y=y-7
200 LET z=CODE a$(2)-48: IF z>9 THEN LET z=z-7
210 LET va=16*y+z
220 LET cs=cs+va
230 POKE q+n,va
240 PRINT AT 2,n*3;a$( TO 2)
250 LET a$=a$(3 TO )
260 NEXT n
270 INPUT "Checksum? "; LINE a$
280 PRINT AT 2,25;a$
290 IF VAL a$<>cs THEN GO TO 370
300 CLS
310 LET q=q+8
315 GO TO 90
320 CLS:PRINT '"Saving Code";AT 21,0;"Remove Ear
Lead-"
330 POKE 23737,181: SAVE "COM "+CHR$ 175CODE 327
68,177
340 CLS: INPUT "Verify? Y/N :";v$
350 IF v$="Y" THEN VERIFY ""CODE
360 CLS: PRINT "OK.": PAUSE 0: STOP
370 PRINT AT 15,0;"**ERROR!**": BEEP .1,-20: GO
TO 90
```

LISTING 4

SAM BASIC

```
10 REM Embroidery
11 REM by Andrew Herd
12 REM 1992 on the SAM
Coupe
20 DO
30 FOR N=0 to RND*255
STEP 2
40 PALETTE RND*15,
RND*127
50 PEN RND*15
55 LET A$=INKEY$: IF A$<>""
THEN PALETTE:RUN
60 PLOT 0,0:DRAW N,173
70 PLOT 255,0:DRAW -N,173
80 PLOT 0,173:DRAW -N,173
90 PLOT 255,173:DRAW -
N,173
100 NEXT N
110 LOOP
```

SAM EMBROIDERY

by Andrew Heard

Next up is a... wait for it – SAM Coupé program. Hurrah! But better still, it's... wait for it – Spectrum compatible. Double hurrah! The program was written with the SAM in mind, and as such the output effect is infinitely better on the Coupé than on the Spec, but then, the Coupé doesn't have attribute squares the size of small continents to worry about. The program is printed in SAM format, so if you're a Spec owner simply perform the following changes...

★ Delete lines 20, 40 and 110.
★ Enter line 50 as INK RND*7
★ Replace the PALETTE command in line 55 with CLS
★ Enter line 110 as RUN and the program will go about its pattern-type business quite happily. It may strike you that this is the first SAM program we've had while I've been in charge, hopefully things will change as Alan Miles has got wind (oo-er) of my appointment here. He may well be alerting the SAM population to the general amazingness of Pitstop and YS as a whole even as we speak, and for my part I will be more than happy to print any SAM programs that are sent my way. (Provided they're not the computer equivalent of a steaming pile of pease pudding, of course!) After all, many people say that the SAM is the natural successor of the Speccy. But then some people will say anything.

BEGINNER'S CORNER

by Jonathan Arden

Just a quickie this month, a one-line routine which centres text. This clearly has loads of useful applications like, well, menus and stuff. The little demo program shows you how to use it in your own programs. Just set the y value to whatever line you want your text printed on, then GOSUB 9999. One quick bit of easy-peasy maths later and your text is plonked artistically in the centre of the line. Simplicity itself. Jonathan also informs me that I've made his year by printing this.It's always nice to make someone happy.

LIST 5

BASIC

```
10 REM Centre Text
20 REM Written by John A
30 BORDER 0:PAPER 0:INK
7:CLS
40 LET A$="a sentence": LET
Y=10: GOSUB 9999
50 STOP
9998 REM Centre Routine
9999 LET X=15-(LEN
A$/2):PRINT AT
Y,X;A$:RETURN
```

ODDS AND ENDS

... and the *TuneMaker* letters came pouring in (we work two months in advance, you see). So thanks to all of you who pointed out that half of the program was missing. It was simply too big to fit in, so we carried it other to the next month. This accounts for the fact that *TuneMaker Part Two* was printed last month.

Alan Alexander of Chipping Sodbury also has a myriad other complaints about Pitstop: firstly the *Graphic Editor* in issue 76 – yes, you're absolutely right, line 10 should read INK 7 instead of PEN 7. You'd never guess I'd been using a SAM Coupé, would you? It seems you had trouble getting the BASIC program to work, may I suggest running it in conjunction with the hex. After all, that's what all those clumpy characters are there for.

Secondly, the *Attrib* prog in the same issue was giving him yet more grief. I have to say that I had nothing to do with the printing of this, you may have noticed that it wasn't printed using my trusty 120+D, but I'll try and help. Hmm, line 80... yes, it does look a bit dodgy. Try PRINT "-";w$(PEEK 50000+1) instead of (PEEK 50000)+1, and the same for line 110. That should do the trick.

Last up at the problems desk is Ben Jerrit from Surbiton, who was having hassles with the *Sound Sampler* in issue 71, line 290 to be precise. The bit that says PLOT F,USR 39900. Well, it looks okay to me syntax-wise, but then those USRs are dodgy things. If anyone else can help Ben out, please do! I was going to have a look at Marc Eastwood's program which lets you use the *Draw-It* covertape thing on a +3, but frankly, if I write any more, I'll run out of memory on my Amiga (spit!), so I'll try and get around to it next month. Sorry Marc!

Whirl!

That finishes off what was lying idle in the postbag. This means that I've got nothing left - wahh! So you lot had better get busy and send me some listings so that I can fill up next month's pages. The name's Craig Broadbent and the address is Pitstop, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. Pip pip and bye bye!



■ Spectrum 48K power supply, manual, data recorder, plus many games and utilities. Complete package as new – £60. Also many cheap Speccy books. call for list. **Call Colin on 081 998 0782.**

■ For Sale! SAM Coupé with disk drive, brilliant SAM only. Includes prince Of PersiaLerm SAM toolkit and superb PD software. Boxed, worth at least £350, sell for £200 ono. Also Spectrum VTX 5000modem. Any offers? **Please phone Stuart on 0841 520243.**

■ For sale! Spectrum 48K in large keyboard housing, with tape recorder, joystick, interface, datel +D disk drive and interface, Genius mouse and art interface program (new), many tape programs, ZX printer, Centronic interface and much more. Only £200. **Ring 0474 569280.**

■ For sale! Spectrum +2 including 50 games, Chettah 125+ joystick, Tipshop Tiptionary – just £100. **Phone Gavin on Leeds 556263. If out, leave a message on the answering machine and I'll ring back.**

■ Speccy 128K for sale. Includes all leads and manual – £45, a barg! Joystick and interface for £10. 20 games for £20 including *WWF*, *Terminator 2*, *Bart Simpson* and many more. **Phone Mike after 6pm on 081 657 5538 for more details.**

■ Spectrum +2 for sale. Brand new, unused, boxed, unwanted birthday present. Want £120 ono. Buyer must collect or pay for delivery. **Phone 0480 431540.**

■ For sale! +D interface and 50 disks and games. Cost £170 but will sell for £90. **Ring Wayne on 061 442 4760.**

■ Spectrum 48K. Very good condition. Comes with carrying case and 30 good games worth £100+. Everything for only £50. **Phone Nikhil on Coventry 672265.**

■ Spectrum 128K, two joysticks, over 300 different games and 30 computer mags and small printer which needs power pack. £120 ono. **Call Basingstoke 0256 54563 and ask for Shane.**

■ Spectrum +2 plus printer, Microdrive, joystick, interfaces, all labels, instruction manuals plus about £120 worth of books on the Speccy, and The Complete Spectrum, plus mags and about 30 games. Can be seen working. All for £300 ono. **Phone Lee on 0892 513488.**

■ Spectrum 128K+2A, boxed as new, over £2000 software including *Pang*, *Robocop 2*, two joysticks and interface. Must be an idiot to sell for £200 ono. **Phone 0327 76609 and ask for Andy.**

■ Spectrum 48K for sale. Includes joystick and interface and recorder, leads and over 30 games including *Sim City*. Will sell for £120 ono. **Phone Christopher on 041 943 1485.**

■ Spectrum 81K for sale with 19 games, manual printer and two 16K extensions all for £40. **Ring Stefan on 071 328 3024 now.**

■ Spectrum 48K with all leads, joystick and a few games £47. **Phone Laurie on 0291 626056.**

■ Sinclair ZX Spectrum +2 James Bond Action Pack, plus joystick, interface and 13 great games. Going for £100. **Phone 0492 640227 after 4pm.**

■ For sale! Sinclair +2 with over 250 games with lightgun and 4 joysticks £150. **Ring Michael on 081 641 1947.**

■ For sale! Spectrum 48K+ with joystick, tape recorder, manual and about 200 games including *North & South* and *Dizzy's Excellent Adventures*. All leads and about 20 YS and SU's. Worth about £500. Will sell for £130. **Phone Chris on 0495 249284.**

■ Spectrum +3, Multiface 3 and tape recorder, over 30 disks and 100 tapes with £200 of magazines. Will sell for £400 ono. Will split! Also for sale 48K Spectrum and lightpen. **Phone Chris 0482 651713.**

■ The ultimate +3 outfit: +3, Multiface, Defender lightgun, *Artist 2* and mouse interface, TV, tape recorder, *Art Studio*, printer driver and lead, Kobrasoft +3 utilities, 100's of games on disk and tape. Just £250. **Phone Adam on 021 360 0264.**

■ 20 Microdrive cartridges in holder – £22. Four Microdrive cartridges in holder – £5. Currah Microspeech – £11. AMX mouse + mat for 48K/128K/+2 – £27. Programmable joystick interface – £6. Kempston joystick interface – £6. **Phone Michael on 0779 79699.**

■ SAM for sale: 256K, *Defenders Of The Earth* and *Flash!* art package, also with Spectrum compatible games: *Hard Drivin'*, *Strider*, *Super Stunt Man* and *Hyperbowl*. **Phone Scott on 081 850 5129.**



■ For sale! Nearly £600 worth of games plus over 50 mags, most in excellent condition. Will sell for £300 ono. Buyer must live in the Coventry area. **Phone Stewart on Coventry 683574 after 6pm on weekdays.**

■ I will swap *Ghost Hunters*, *Airflight 2*, *Olli And Lissa 3* and *Frankenstein Jnr* for *Rainbow Islands* and *Tai-chi Tortoise*. **Call Patrick on 0603 504397.**

■ Your *G-Loc*, *Golden Axe* and *World Class Rugby* for my *Samurai Trilogy*, *Psycho Hopper*, *APB*, *Daley Thompson's Supertest*, *Yogi's Great Escape*, *Bug Blaster*, *Big Trouble In Little China*, *Pub Trivia*, *Eagle's Nest*, *Defenders Of The Earth*, *Jaws*, *Ghostbusters*, *Plummet*, *Manic Miner* and *Fantasy World Dizzy*. A barg! **Phone Lee on 091 274 1313.**

■ Give me *Space Crusade* on tape, and I'll give you *Valhalla*, *Ski Simulator*, *Krakout*, *Rallycross*, *Art Master*, *Master Games*, *F19 Stealth Fighter* and five others. If it's on disk, I'll throw another six games in. **Call Steve on 0773 769339.**

■ For sale! *Quattro Combat*, *Quattro Sports*, *Moonwalker*, *The Race* and *Sailing* for £2 each or £8 the lot. **Phone 091 410 3290.**



"Good morning miss, can I help you son?" Good morning and welcome to the YS House Of Fun. (And remember kids – it's quicker if you run!)

■ I will pay £1.50 each (a week's pocket money) for *Chase HQ*, *R-Type* and *Trashman*. I will pay £2.00 for *The Hobbit*. Must be boxed with instructions. **Call Philip on 0462 434999.**

■ I want to swap *Dizzy*, *Rebel Planet*, *Short Circuit*, *The Untouchables* and *Wrestlemania*. **Ring Gavin on 024 655 0746.**

■ I will swap my *Batman*, *Combat School* and *Dragon Ninja* for your *Turtles*, *Final Fight*, *Total Recall*, *Terminator*, *WWF* or *Bart Simpson*. Two for one. Must include instructions and be originals for the Speccy 128k+2. **Phone Guy on 0305 789762 after 4.30pm.**

■ I will swop my *Yogi Bear In The Greed Monster*, *Soccer Double*, *Gazza's Super Soccer*, *Video Poker*, *Jet Ski* and *Tracksuit Manager* for your *Chase HQ*, *Kick Off*, *Player Of The Year*, *Silkworm*, *Championship Boxing Manager* and any wrestling games. And *Who Dares Wins 2*. **Call Richard on 0264 357356.**

■ I will swap my *Hard Drivin'* and *1985 The Day After* for *Robocop*. **Phone Russell on 0202 392033 after 3pm.**



■ Wanted! Power pack for Spectrum +2 can pay £5. Please make sure it works. **Ring Ben on Birmingham 359 7729 after 8.30pm on weekdays.**

■ Wanted – Speccy contacts! Swap games etc. **Phone Jon on Wimbourne 887096.**

■ I will give £20 to anyone who can give me CRL's *Jack The Ripper*. **Phone Toby on 081 311 5533.**

■ ZX81 16k Spectrum urgently needed, just the keyboard. **Ring Chris on 0706 33704.**

■ Has anyone got a replacement datacorder for a Speccy +2 (not +2A) or a broken +2 with a working datacorder. **Contact Mark after 4pm on 0937 582837.**

■ Wanted old Spectrum games (pre 1987) especially Ultimate and Level 9 games. Originals in good condition only. **Phone Andrew on 0538 360026, weekends only.**

■ I want *Doomdark's Revenge* and *Lords Of Midnight*. Will swap for *Rodland*, *Shadow Of The Beast*, *UN Squadron*, *Night Shift*, *Hammerfist*, *Altered Beast* or *Klax*. One for one or two for three. Originals only, in good conditon with instructions. **Phone Paul on 061 429 9975 after 5.30pm.**

■ Wanted! Understanding Your Spectrum or Complete Spectrum Rom Disassembly by Dr Ian Logan. Will swap all these for one book – *Shadow Of The Beast*, *Ghostbusters 2*, *Zybex*, *Double Dragon 3*, *Crackdown*, *Dr Doom* and *3D Game Maker*. Or I'll pay £5 for each book. **Please call Sanjay on 021 565 2870.**

■ Wanted! TTX 2000 Teletext adaptor for Spectrum, must be working. Price negotiable. **Ring 0268 559550.**

■ Wanted! *Glass* and *Minder* (originals only), will pay £8.00 each! Also 500 Speccy games for sale if interested. **Phone Nathan on 0532 734208 between 6.30pm – 10.30pm.**

■ Wanted – any games on disk for a Spectrum 128+3. Will pay cash. **Contact Sue on 0533 673582.**

■ Wanted – disk drive preferably IBM compatible for Sinclair QL. Top price paid. **Phone Lance on 0443 690726.**

■ I need spares. Reasonable price paid for speedy Spectrum +2 . **Phone 0704 79555.**

■ I will swap 12 great games including *Quartet* and *Screen Heroes* for *Robocop*, *Dragon Ninja* and *Batman The Movie*. **Call Christopher on 0382 67202.**



■ Hi all MEGA SAM 512 owners! The *Slime* demo disk costs just £1.30. It contains games, graphics, mega music and more! **Phone Jason on 051 487 3345 for further details.**

■ Out now! *Sinclair Owner* – a new tapezine. It includes reveiws, previews, tips, news and competions, It has over 30 pages. **Contact Andrew on 051 521 6193 for further details.**

■ Over 100 Multiface POKEs for both new and old games. **Ring Ian on 0935 24968.**



■ Does anyone want a penpal ? We have a Schools newspaper which is given free to over 1500 people in and around High Wycombe and all over Berkshire. Everyone from 6-80 reads it – male and female. If you want a penpal, put an advert in. **Phone Jessica on 0628 32352.**

■ World Champion Soccer PBM. Win cash prizes. **For further details ring Nick on 0908 668352.**

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HIDEOUS



Alternative
☎ 0977 7977777

Mutants, mayhem, mangling monsters and mops! Alternative's new puzzle game *Hideous* features all of the above, except the mops. We gave Jon Pillar a prod and threw him into the monsters' den...



Thorpe was a dangerous place to get lost in. What's more, somewhere in this building, they were planning Son of Thorpe. Eek!



Way, way away in Blurbland, a red telephone is ringing. Slowly and with Infinite Care, the new wonder attachment for answering phones, Dr Loomis Y Trellis picks up the receiver. A voice babbles in his ear. Dr Loomis reacts with dramatic overacting. "What!" he cries, mugging shamelessly. "You mean that the Son of Thorpe reactor has gone critical and completely irradiated all the workers, and worse still, is heading for a gigantically messy meltdown! There's only one thing to do. Send for Flash Liebowitz and his amazing hand-powered detox machine!" A flash of lightning illuminates the sky...

This, then, is the marginally possible scenario behind Alternative's newie, *Hideous*. The reactor is fast disintegrating into a blob and is apt to go bang at any moment. As



Flash, unsurpassed champion of nuclear accidents, you have to venture bravely into the reactor core and replace all the spilled power rods into their lead containers. This niftily improbable task is made all the more difficult by the fact that all those baffled workers have mutated into really horrible monsters. How dangerous! Y'see, whereas a few hours ago they were milling about aimlessly, twiddling knobs and asking spotty assistants named Terry for cups of tea, they're now stalking the reactor corridors with dribblingly good appetites. Eek!

Spook city!

Hideous looks to be a puzzle game to rank up there alongside *Snare*, and that Stuart Campbell fave, *Escape*. To aid you in



Graham just had to get away from it all for a while. Unfortunately, he forgot his passport so he didn't get very far.

your tremendously dangerous adventure, you've fitted your detox machine with a really big gun. Just the thing to sort out those toothy nasties! You've only got limited ammo, but luckily a bewildered arms manufacturer left behind a couple of sample cases when he visited the reactor by mistake last August.

Even more luckily, your detox machine comes with a handy fuel-collecting nozzle that you can stick in passing cans. In short, there's everything the modern nuclear troubleshooter needs, except a packet of cheese sandwiches with just a hint of pickle.

The reactor is partitioned off into four areas, each containing nine nuclear rods. In addition, there are security doors that need the appropriate keys to open, as well as laser barriers that have to be disarmed by bumping into a series of coloured lights. Later levels find you battling even more nasty mutants, as well as shuffling your way around a broken teleport system. Bonkers, or what?

BAT BLIM!

If you counted all the mammals in the world (including men, women, children and Linda) and then counted all the bats you'd discover an amazing thing. Y'see, a quarter of all the mammals in the world are in fact bats. Coo, eh?

FASCINATING MUTANT FACTS

- The word 'mutant' comes from the ancient Nordic word 'møtent,' meaning 'thing that is not exactly like the rest of us, although we can't quite put our finger on the reason why.'
- The first case of atomic mutation was recorded in Nebraska, in September 1962. Mrs Horace Jelly suddenly and without explanation turned into a small woven basket.
- There is no third fascinating fact about mutants.



Alternative are feeling reet proud about *Hideous*, and from what we've seen so far, these warm, happy feelings could well be justified. The gameplay harkens back to the good ol' days of pure playability, and some of the laser barrier puzzles are really sneaky. (Solving one set of coloured lights might open a laser barrier many screens away, y'see.) It looks like it could be astoundingly good fun, and we'll be taking on the mutants with gusto in next month's issue. In the meantime, keep a glass of cold water and a large paper bag by the side of your bed. Just in case...





FAFA – Friendly Aliens For Archer? Or is it Foul And Fickle Americans? Actually, it doesn't mean anything, I was just having fun. Sorry.

FAX BOX

Game	*Hideous*
Publisher	Alternative
Price	£3.99
Programmer	Keith Goodyer
Sandwiches	Marks and Spencer
Release Date	August 1992

You've defeated the sinister Trainspotter and earned a clue. The villain isn't Maryanne. Subtle, eh? Turn to page 16.

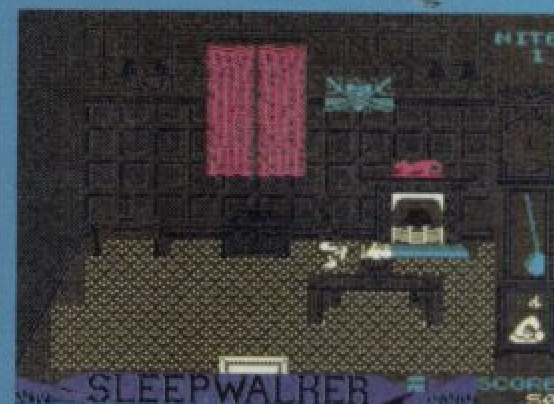
Sleepwalker

Zeppelin
☎ 091 385 7755

The stairs are a-creaking and the cat is a-stirring. Just outside the bedroom door, there's something decidedly odd going on. Linda Barker pulls on her bunny slippers and takes a look.



Oh no! Silly Silas has just stepped on the cat. His mind will never be the same again, he'll probably start carving forks out of wood.



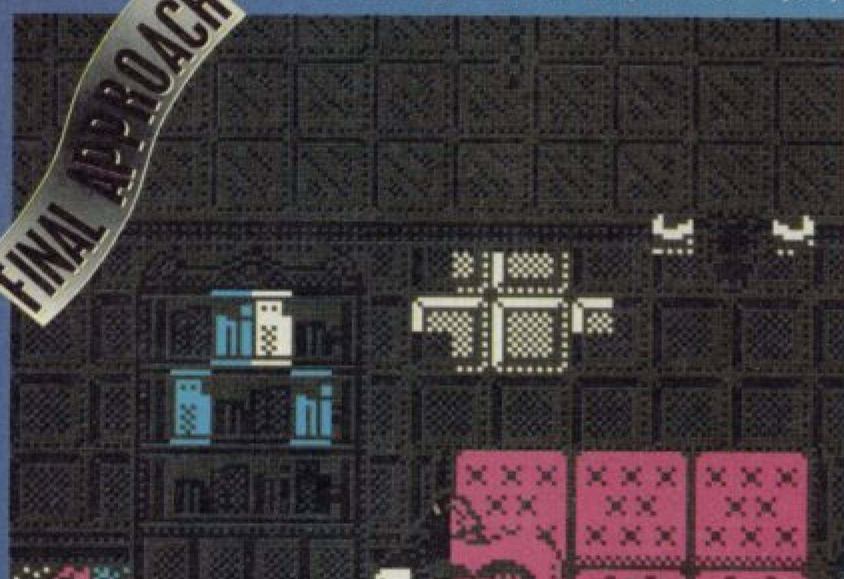
Run, Rory! Your Uncle could be lying in a crumpled heap with a chandelier sparkling on top of him. And you can knock that lamp off the table while you're at it.

Relations, eh? They're great, they're one of the best things about being little – especially if you're a girl. Y'see, all uncles/grandfathers absolutely adore their nieces/grand-daughters and they spoil them rotten. The other good thing about relations is that they're nearly always completely potty, in a nice kinda way. Eccentric, that's what they are.

Rory's old Uncle Silas is no exception, he's a sleepwalker and if he's not careful he could do himself a mischief. It's your job to make sure old Silas is free to wander his ramshackle house without treading on the cat or knocking into a suit of armour. Or something. At first I thought this was going to be a bit on the scary side. I mean, I wouldn't fancy creeping round a creaky, old house and being followed by a creaky, old man who just happens to be asleep. If you think about it, there's a lot of scope for shiversome shennanigans in a game about a sleepwalker. People who are asleep are almost dead, therefore sleepwalkers are almost zombies. Eek!

Still, Zeppelin's latest Speccy outing is about as scary as a packet of raisins, but a lot more skilful. Uncle Silas has been a somnambulist (big word alert!) for quite a while now, but it's been getting a bit out of hand recently. If he isn't stopped, Uncle Silas could do himself a bit of a mischief. To prevent this sorry state of affairs, you have been assigned to keep a watchful eye on Uncle Silas in his midnight wanderings. So with your trusty alarm clock under your pillow and a few matchsticks on hand to prop up your eyelids, you lie in wait for that gentle step on the stairs. At the first creak you jump up (quietly) and slip outside.





Crash! Bang! Wallop! Be careful, Rory. You've been told time and time again not to wake Uncle Silas up. He'll turn into a nasty three-legged dog and chew your fingers off. Oh yes he will.

To sleep, perchance to walk!

The old house is a potential death-trap, full of odd corners and unexpected staircases. The idea is to get to all possible obstructions before Uncle Silas. So, you wander through the house smashing things up. Basically. For example, if there's a precarious looking vase on the coffee table – knock it over. If the cat's snoozing on the mat, tread on its tail to make it run away – otherwise Uncle Silas will come along and trip over it. After making sure the old chap doesn't kill himself, you'll have to gently coerce him back to bed. You have to be extremely careful cos sleepwalkers must not be woken up. You can make a few loud bangs, but you can't go overboard. One crash too many and Uncle Silas' old eyes will pop open and he'll never be the same again.

Sleepwalker sounds a bit on the smart side and we'll have the full review next month. In the meantime, why not try smashing a few vases. See how little noise you can make. *(No, no, no! Jane the publisher)*

Great somnambulists of our time

Napoleon

The little Frenchmen who almost conquered the world was a well-known somnambulist. He would wander the corridors of his chateau at night, calling inexplicably for cheese fondue and a pair of curtains. His unfortunate condition was immortalised in the phrase, 'Not tonight Josephine, I have to wander the corridors of my chateau and call for cheese fondue and a pair of curtains.'

Billy Bigshoes

The popular music-hall comedian of the 1930s was also known for walking in his sleep. Also for juggling, telling bad jokes and attempting to tap-dance comically, but not while unconscious.

Bert the Stick Insect

When the Shed's gone quiet and night has fallen, Bert tumbles from his fish tank and wanders the streets of Bath in his sleep. What with all those legs and a rather creepy shadow, he's passed into local lore as That 'Orrible Crawly Thing With Lots of Legs That Likes Privet and Scares Babies.

FAX BOX

Game	*Sleepwalker*
Publisher	Zeppelin
Price	£3.99
Programmers	Steve Turner and John Carlyle (code) and Clive Thompson (graphics)
Release Date	July 1992

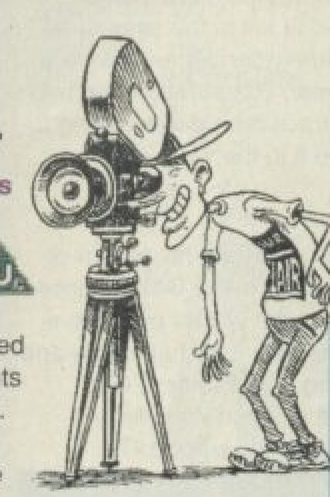
You stumble across a fluffy stuffed bunny in the dark. If you want, take it along with you to page 59. (Don't forget to drop an object if you've more than three.)

Flip!

The Ultimate Guide To Life, Love and Loofahs!

This month in the world-famous Flip! – a frog named Freddie, the Killer Kolumn and a load of funky Bat-gear. Gordon Bleu!

FLIX



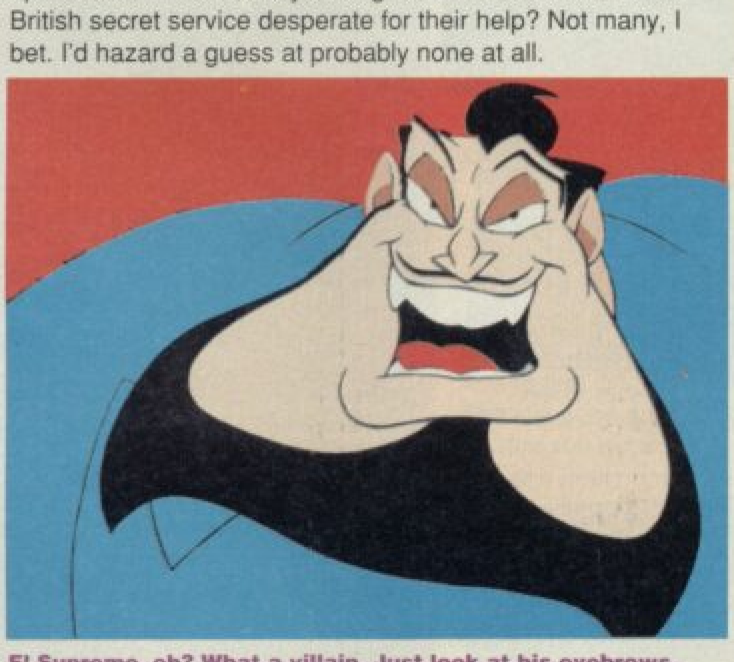
FREDDIE AS FR07

Hollywood Road Film Productions
Starring the voices of Ben Kingsley, Jenny Agutter, Brian Blessed and more!

U

Freddie as FR07 is a British animated musical and it's got all the ingredients for a fairy tale of heroes and villains. There's an unusual hero, a pretty heroine, a clever sidekick and some very nasty baddies. It's also got a simple goodies vs smellies plot which goes something along these lines...

Freddie is tall, good-looking and extremely dashing; women fall at his feet and villains had better watch out. Freddie is also a frog. But how many frogs do you know with penthouse apartments in Paris, sexy talking cars and the whole of the British secret service desperate for their help? Not many, I bet. I'd hazard a guess at probably none at all.



El Supremo, eh? What a villain. Just look at his eyebrows. And his pointy beard. That's always a dead giveaway.

Our hero wasn't always Freddie the frog, once upon a time he was Prince Frederic the beloved only son of the Magician King. It was an idyllic life and something had to go wrong. That something was Frederic's wicked, jealous Aunt Messina who wanted to be Queen. To this end, Messina kills the King and then turns Frederic into a frog and tries to eat him. Luckily, our Fred is saved by a huge Scottish beastie. It's the Loch Ness monster. Hurrah!

When he 'grows up', Freddie gets himself some smart clobber and joins the secret service. This is where the story really begins as Freddie (or FR07 to give him his code name) is sent to London to try and clear up a very mysterious case. Y'see, the British secret service are distraught, their national monuments are disappearing at an alarming rate and nobody has any idea where they're being kept. Into this mess comes our hero and his colleagues, the posh 'n' pretty Daffers and the clever Scotty. Together they set about finding Nelson's Column, the Tower of London and Buckingham Palace. Eventually, Freddie comes face to



Freddie not only provides positive proof that Nessie exists, he takes her for a spin on the dance floor. What a frog.

face with his arch enemy – the wicked Messina. It looks like it's all up with our green friend.



One of the aims of *Freddie* was to 'out-Disney Disney' and the makers have certainly come up with a very entertaining film. They've also managed to assemble an impressive cast of actors and animators. Ben Kingsley gives voice to Freddie, Jenny Agutter pouts and purrs for Daffers and Brian Blessed booms and laughs very nastily as the big bad El Supremo. 'Ho ho ho!' he guffaws, but much nastier.

The animation throughout is excellent, especially when Messina changes her shape from one horrid nasty to another. She scared me to bits! I know it doesn't take much but Messina really is the aunt nightmares are made of. Finally, let's not forget this is a musical. Barbara Dickson, Boy George, George Benson, Holly Johnson and Grace Jones all contribute to the soundtrack.

Freddie as FR07 is an extremely enjoyable film, it's also very British and some of the minor characters are completely brilliant. It made me laugh and it made me hide behind my hands - go and see it.

FLIP RATING
★★★★☆

It's half-past three. Wow. Go back to page 21 and try again.

KILLER KOLUMN (From Outer Space)

It's a round-up of all the latest film, TV fantasy and SF news Jim, but not as we know it.

Eight-legged Arnie

There are going to be arms and legs all over the shop when Spiderman meets Doctor Octopus in the new *huge*-budget **Spiderman** film. Okay, so a budget hasn't been set yet, but it's bound to be in the 'military budget for a small nation' range.

Why? Well, the director's James Cameron – the man who made the most expensive film of all time, **Terminator 2** as well as other money-gobblers such as The Abyss and Aliens. And! He's brought in one of his old pals to play the main villain, Doctor Octopus. Strapping on the metal limbs will be **Arnie Schwarzenegger**, and he doesn't come cheap.

It's also rumoured that **Jack Nicholson** has been offered the role of the Green Goblin for $10 million! Michael Biehn, who appeared in the original *Terminator*, is set to play Spidey himself. The film begins shooting this autumn.

Neighbours in Space

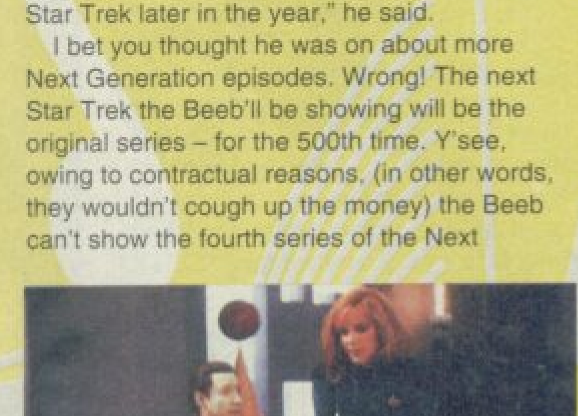
Moving from one fantasy world to another, **Kristian Schmid**, Todd from **Neighbours**, is set to star in a updated version of the 70's SF kids' programme **The Tomorrow People**. You don't remember it? Well, it was about a group of kids who could communicate telepathically, teleport around the universe and do battle with assorted baddie aliens too cheap and nasty even to make it on to Doctor Who.

In the new series, Schmid will play an Australian teenager, the other main characters will be an American girl and a British boy.

No more Next Generation until 1994!

You heard that announcer at the end of the last **Star Trek: The Next Generation** episode to be broadcast on BBC2 didn't you? "More Star Trek later in the year," he said.

I bet you thought he was on about more Next Generation episodes. Wrong! The next Star Trek the Beeb'll be showing will be the original series – for the 500th time. Y'see, owing to contractual reasons, (in other words, they wouldn't cough up the money) the Beeb can't show the fourth series of the Next Generation until BSkyB has shown it first, and they haven't even scheduled the series yet! So new episodes of ST:TNG seem unlikely to crop up on real television 'til 1994.



Advanced life-saving, lesson 42. First cross the victim's legs, like this. And then press FT106 followed by the victim's age.

Trek Goes Deeper

They're Trek mad them Americans, as the bus driver from the Dairy Lea cheese spread advert would say. As the sixth season of the *Next Generation* goes into production, a spin-off series has been announced. It's called *Deep Space Nine* and is set in the same time zone as *The Next Generation*. There will be a lot of crossover between characters in the two series. If the Beeb's track record is anything to go by, we'll get to see it in the year 2000.

Who's Lost?

Did you know that Douglas Adams, author of **The Hitchhiker's Guide To the Galaxy** once wrote a **Doctor Who** script which, owing to a strike at the BBC, was only ever half made and never shown? Starring Tom Baker, it was called **Shada** and the bits that were filmed have been mouldering away since 1979.



Did you know that the Cybermen were actually Tin Men left over from a West End production of The Wizard Of Oz? No? Well, that's probably because it's completely untrue.

But now some top Beeb bod has seen the light and it's been released on video this month. You're probably thinking, "If it wasn't finished, how will the story make sense?" Well, Tom Baker's been towed in to do some linking narration, and a complete script is being packaged with each video. The price is a bit steep at £19.99, but it is a unique release.

If balsa wood and tin-foil monsters with voices like British Rail station announcers are more your idea of Doctor Who, then the two other Who videos released this month should be right up your interstellar by-pass. **The Daleks: The Early Years** and **The Cybermen: The Early Years** are compilations of odd black and white episodes and rare clips linked with narration by ex-Doctors Peter Davison and Colin Baker. Both cost £12.99.

Be careful out there

Gerry Anderson, completely insane person and Thunderbirds creator, is to make a new live-action SF series which he describes as being like Hill Street Blues in outer space. The idea might sound a bit naff, but it's not half as naff as the title – **Space Police**. It should be on our screen some time next year.

Dave Golder

COMIX

Watchmen

Titan/£10.95

Watchmen rewrote the rules. Alan Moore and Dave Gibbons created the graphic novel and comics were never the same again.



Spit loads of ketchup at a Smiley badge.

Ostensibly the story of a mystery killer at work among retired costumed heroes, *Watchmen* is actually a tangle of tales that's funny, disturbing, a bit horrible and downright frightening by turns. The artwork complements the writing perfectly, with stonking character work, film-like transitions from scene to scene, and a tremendous amount of background detail. (Try spotting all the clock symbols for starters.)

The plot twists and turns in dizzying style. In fine sneaky tradition, the vigilante-killer is a MacGuffin, serving only to bring the various characters onto the scene. Fave among these is the seriously disturbed Rorschach – a chap who wears a white hood speckled with constantly-shifting blobs, and who has no identity of his own. Spook! The story is mindbogglingly outrageous and concerns nuclear war, a god-like being named Dr Manhattan and an awful plan to save the world. If that's not enough, the book also features some brilliant mock-up newspaper articles and a truly ghastly pirate story straight out of the infamous EC horror comics of the 1950s.

There's little point trying to explain *Watchmen*. Whatever you want to read into it, it's thoroughly entertaining. Personally I don't think either Dave Gibbons or Alan Moore have ever done better. One more thing – the ending is a blast.

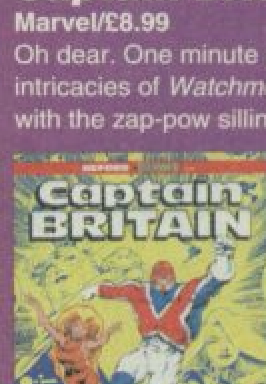
IT'S A FLIP FAB!

FLIP RATING ★★★★★

Captain Britain

Marvel/£8.99

Oh dear. One minute you're lost in the intricacies of *Watchmen*, the next you're faced with the zap-pow silliness of *Captain Britain*.



What an immenseley ugly man. End of caption.

Jamie Delano's and Alan Davis's book is an incredibly uninvolving, solidly straightforward tale of CB's adventures as he faces various ridiculous foes whose personalities aren't quite as interesting as their names.

There's plenty of thumping of villains, a fair amount of clichéd cliffhangers and even

You leap into the purring Batmobile. Do you stamp on the accelerator (page 5) or adjust the wing mirror (page 14)?

an encounter with an ancient witch thrown in for no other reason than to fill up an episode. In the midst of all this, CB faces the obligatory emotional turmoil; his sister fights to understand her telekentic powers, his furry lover fights to understand what she's becoming, his brother turns out to be a war profiteer and mass-murderer, and his father is revealed to be from another dimension.

The most interesting characters are given only cameo appearances – the absurdly incompetent Crazy Gang (a mob straight from the pages of Lewis Carroll) has loads of potential, but is dismissed all too quickly from the book. In the Crazies' place lumbers the usual gang of bad guys, including – please! – a super-tough nemesis who threatens to destroy all the nobly dull Captain holds dear. A yawningly average adventure yarn with all the depth of a particularly shallow puddle. Nice artwork though.

IT'S A FLIP FLOP!

FLIP RATING
★☆☆☆☆

Batman – The Killing Joke

Titan/£2.50

I have to say that I'm not a Bat-comic fan. A staunch 2000AD fellow, that's me. But *The Killing Joke* is something different. It's written by Alan Moore (yup, The Bearded One again) and it's been fabulously illustrated by the fabulously talented Brian Bolland. The story is a tale of madness and generally loony behaviour, taking in the definitive origin of The Joker along the way.

The chap with the goofy grin shoots Commissioner Gordon's daughter and kidnaps the man himself – just to prove that anyone would go bonkers if they had a particularly bad day. Naturally it's up to Batsy to save his old policeman pal before the pressure gets to him. Really though, the book is about The Joker. Before the frightful accident that warped his mind, ol' giggles was a stand-up comic, grafting away to earn an honest coin in order to support his gal and his newborn baby. You can probably guess that this scene of domestic bliss is doomed to fall to bits. And it does (courtesy of a faulty plug). Oops. To cap it all, our anti-hero bungles the robbery some nasty fellows have forced on him (he was going to use the cash to buy a new house) and, lo and behold, tumbles into a vat of chemical waste, emerging as everyone's favourite psycho loony.



Smile! The joke's on you. Ha, ha, ha!

It's a grim tale, but one that's well worth curling up with. A cut above the usual Batsy fare and another smasher from Mr Moore. Spiffy in the extreme.

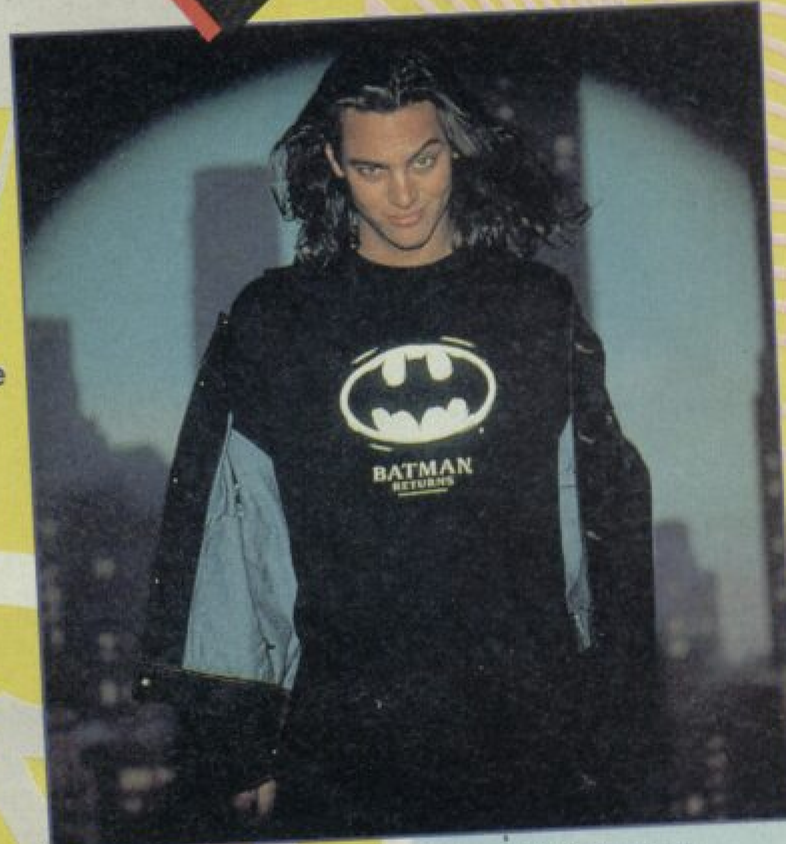
IT'S A FLIP FAB!

FLIP RATING
★★★★★

HOLY HABERDASHERY!

Batman Returns is obviously going to be the film on everybody's lips this month. Get ahead of the crowd by getting some Gotham City cool! If you're a Bat-fan, C&A have got the gear for you.

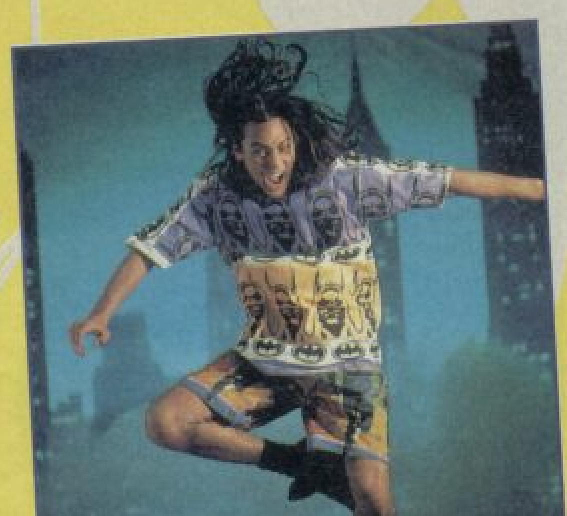


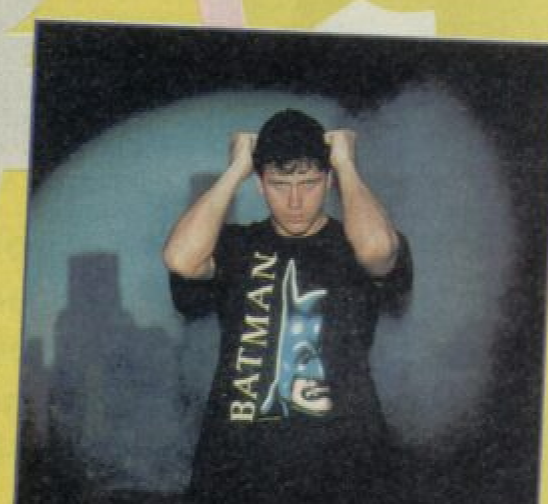


KERPOW! Batman Returns cotton T-shirt with logo, £5.99 (S, M, L). Black cotton/lycra cycling shorts, £5.99 (128cm – 182cm). Black stonewashed denim jacket, £16.99 (128cm – 182 cm).


BIFF! Batman Returns print T-shirts, £5.99 (S, M, L). Sweatshirt shorts available in grey or black, £5.99.


KERRRUNCH! Batman Returns cotton print T-shirt, £6.99 (S, M, L). Black cotton track pants, £19.99 (S, M, L).


BLAM! Mauve and yellow Batman print T-shirt, £6.99 (ages 7 – 17). Coloured print cotton shorts, £6.99, (ages 7 – 17).



OOOF! Batman 'face and mask' design cotton T-shirt, £5.99 (S, M, L). Black cotton denim jeans, £15.99 (128cm – 182cm).

You thump into the back of the villain's car! Leaping out, you grab the scoundrel by the collar. But who is it? Maryanne (page 4), Jon (page 58), Hutch (page 11), Linda (page 6) or Andy O (page 60)?

NEWS

Some news, some reviews and a couple o' other things besides. Here's Jon Pillar with the gen.

FORTHCOMING ATTRACTIONS

Just missing this issue by the breadth of a particularly thin hair; *E-Tracker*, the fabled ESI six-channel, full stereo soundtracker; *SCAD*, the equally fabled and finally complete Sam Coupé Arcade Designer from Glenco; and *SAS*, Colin Jordan's Sam Adventure System. If you don't want to wait for next month's closer looks, you can get details of all three from SAMCo.



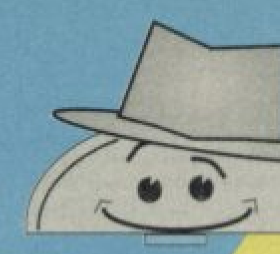
You too could soon be dashing out games like this with the aid of *SCAD*! Horrible name, isn't it? Sounds like a social disease. Ugh.

LOOKING AHEAD WITH FRED

FRED Publishing, those merciless chaps behind *Triltex* and *The Later Levels*, have announced their releases for the year. In no particular order they are; an as yet unnamed shoot-'em-up that features loads of power-ups, aliens, end-of-level baddies and MODE 4 scrolling; a role-playing game by the improbably-straightforward name of *The Tower*, an integrated word processor and spell checker by the all-too-probably straightforward name of *Word Master*, and a *Kick Off*-ish footy game. Not only that, but a mystery Celt has been sneakily whispering that famed coder Rob Holman may be programming a 3D-driving game. Or not, as the case may be. You can't trust these mystery Celts, you know. One told me that his brother was an aubergine last week, and he wasn't.



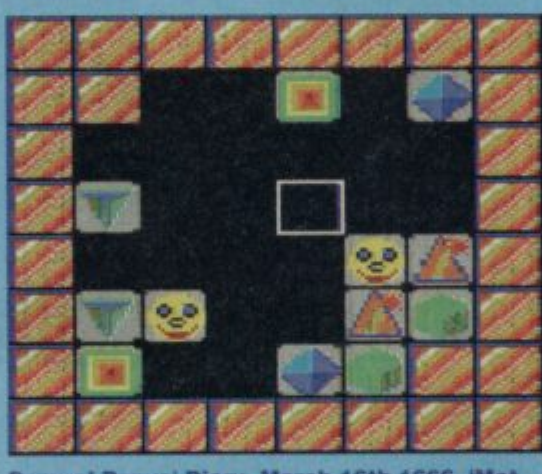
FRED! That spectacularly wonderful company with the amazingly good games! (This message sponsored by FRED Publishing.)



PAZOOK

Supplement Software/£4.50

Do those Supple Boys never sleep? Last month I said they were aiming to produce a new game every few weeks – at the moment, their release rate is every fourteen days. Good grief. But onto the game. *Pazook*, apparently, stands for *Puzznic Lookalike*. Except with a few L's taken out and an A inserted after the P. Hmmm. You won't be at all surprised to learn that it's a puzzle game. And if you'll excuse me for a moment, I'd just like to scream into this jar. (Muffled sounds of someone screaming into a jar.) Ah, that's better. It's just that all these puzzle games are getting me down. Honestly. How many ways are there to match up tiles/slap like blocks together? But I digress.



Samuel Pepys' Diary, March 16th 1666. 'Met Johnson and Boswell at the Coffee House. Discussed trade situation. Witnessed Great Fire of London. Played *Pazook*. Went to bed.'

As in *Puzznic*, the idea is to clack together two, three or four blocks in order to make them disappear. (Muffled sounds of someone screaming briefly, but highly expressively, into another jar.) The difference with *Pazook* is, there's no gravity. This is a little strange to get used to – you move a block out of the middle of a group, and the others just sort of hang there spookily. And don't think this makes things any easier. It doesn't. Um, and that's about it – plenty of levels, nice clear graphics, some characteristically Supple-y music and a fair amount of masochistically addictive gameplay. It's just that playing *Pazook* is a remarkably similar experience to playing, well, any other puzzle game really.
Competently done, but nowt to get excited about.

52%

ZINE SCENE

ARCADIA 4

£1.50

Great Scott. As rare as a lilac yak, it's a disk mag put together by horribly talented programmers. Quite brilliantly presented, with pointer-driven page selection (a phrase that cries out for the word "system" to be added to it), *Arcadia* is a great mag to dip into. As far as I can tell, the entire thing is written by the two co-editors, with no outside contributions. Whereas usually this would be enough to send anyone running for the hills, the sheer fizziness of the progs save the day. Skipping through issue four, the best of the bunch has to be *SAM Sid*, a DOS toolkit that allows you to execute commands on several files at once. Particularly agreeable is the way that the progs spin off into editorial features – there's a discussion on artificial intelligence, backed up by an incredibly strange neural network simulator.

T'ain't a dull mag, either. Editorial is well written, with a lot of of very dry humour. The fact that one of the editors owns a Game Gear while the other is vehemently opposed to consoles leads to a lot of little bracket remarks in the other's copy. Ha ha! (Well, I liked 'em anyway.) Splendid and lovely all over.

★★★★☆



Helga is 23 and would like to help the poor and unfortunate of the world. Ho ho.



If you squint at the centre of the screen, Arnie S will appear. Spooky, eh?

Oops! You've failed miserably. Go back to page 9, or go home, or have a nap or something. What do I care? Ho hum.

DAYLIGHT ROBBERY

Supplement Software/£4.50

Yahoo! Yippeeyihay! And other Western-type noises. It's the Supple Boys (yet again) with *Daylight Robbery*, a NON-PUZZLE! game that fair lives up to its name in two striking ways. Firstly, it's about bank robbers working in daylight, and secondly it's been shamelessly stolen from the old Dinamic game *West Bank*. Caramba!

If you manage to avoid tripping clumsily over the discarded morals that tumble from the envelope along with the disk, you'll find that it's actually a rather fun little game. The idea's dead simple. You're Mad Al, the bank teller, and you're presented with three doors. The doors randomly fly open, equally randomly revealing robbers or honest citizens making a hefty deposit. Taking in the situation at a glance, you have to stab one of three keys to blast the villains, or else leave well alone until the honest citizen wanders off. Once three deposits have been made, you can scroll to a different part of the bank. Once all twelve accounts have been filled, you jump to the next level by way of a quick reflex-testing shootout with a real tough hombre. And that's it. Graphics are colourful and almost animated, while the sound manages the not-inconsiderable feat of being worse than *Brainache*'s. There's a nice Western-y bass line, but the harmony appears to have been composed by carelessly distributing the same three notes about a scale. There's an annoying control problem – to scroll around the bank, you wait until all three doors are closed, then hold down fire and press one of the three controls. Alas, more often than not, one of the doors flies open unexpectedly, and as the program's already registered your keypress, another happy depositor gets a lungful o' lead. Apart from this fault, the game is terribly playable, provoking the kind of mindless fascination previously monopolised by those old seaside shooting galleries. But there's no more to it than a test of reflex, and while this is rattling good fun for a while, it doesn't make for lasting appeal.

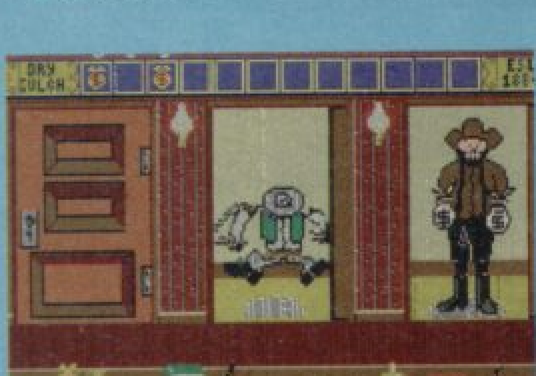
65%



1. It was a hot day in Dry Gulch as Jilly the Kid rode up to the Lazy L saloon. The townsfolk watched in silence as she spat out a plug of tobacco and three chewy toffees.



2. Everyone knew why Jilly was there. For years she'd been claiming that Rip Torn was the best actor there was. Injun Tim said it was Gerard Depardieu. An argument had ensued.



3. Before Jilly could describe Rip's hilarious performance in Airplane 2, Widow Nell slammed the door and Silas fell over unconvincingly. Only Tim himself was left.



4. Finally, Tim spoke. 'I'm finished with Gerard,' he said softly. 'I'm a John Noakes groupie now.' Jilly, singing, posted signs of her devotion to Rip all over town and rode off into the sunset.

POST BOX

Supplement Software J Tonks, 37 Parker Street, Bloxwich, Walsall WS3 5RE.
☎ 0922 406239
SAMCo - still no fixed abode!
☎ 0792 700300
Arcadia Philip Brayshaw, 16 Leahurst Close, Malton, N Yorkshire YO17 9DF
Betasoft 24 Wyche Ave, Kings Heath, Birmingham B14 6LQ
Steve's Software SJ Nutting, 7 Narrow Close, Histon, Cambridge CB4 4XX.
☎ 0223 235150
FRED Publishing, 40 Roundyhill, Monifieth, Dundee DD5 4RZ.
☎ 0382 534201

BEST BUY

Utilities are funny things. The best ones come with manuals the size of the Encyclopaedia Brittanica, and require about six weeks' intensive testing and a couple of tightly-typed pages to review properly. And you wondered why you never saw the blessed things reviewed in SAM Centre! In an effort to redress the balance, here are a couple of programs that I have had time to play around with, and can recommend unreservedly. First off, *MasterBASIC* and *MasterDOS*, both £15 from Betasoft – these are altogether ace extensions to BASIC and SAMDOS (natch) and are completely essential purchases for the even-vaguely serious programmer. Secondly, Steve's Software's *SC_Monitor* (£15) and *SC_Compressor 2* (£2.50) – an exceptionally powerful monitor with an exceptionally horrible screen palette, and a screen squasher with an as yet unbeaten compression algorithm. They take a bit of lateral thinking to use, but once you've got the hang of things, they're tremendous.

Once more the velvet curtain is lowered on our little theatre of life. Send all your SAM stuff to me here at SAM Centre, YS, 30 Monmouth Street, Bath BA1 2BW. Yoicks and away!

You're in the back garden. Do you want to go into the Shed (page 12) or investigate the shadowy bush (page 42)?

ALIENS



Can You Kill The ALIENS For

BIG CASH PRIZES

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If you are under 18 years of age please obtain permission of whoever pays the phone bill.
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

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SAM DICE DISK UTILITY:- NEW ! Version 1.1:- BACKUP; RECOVER erased files/lost data; REPAIR directories; DISK CHECK; LOCK OUT bad sectors; STRING search; Selective FORMAT. Will now handle subdirectories as in MasterDos. **Price: £14.95 on Disk**

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SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler:- **£20.00.**

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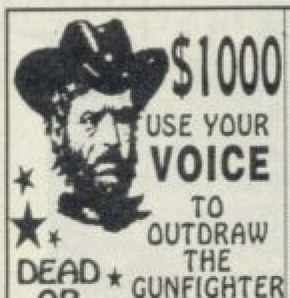
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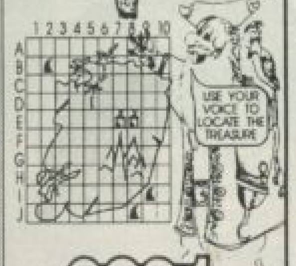
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Jon produces a bijou cast-iron alibi. You've fallen at the last hurdle. Turn to page 54.

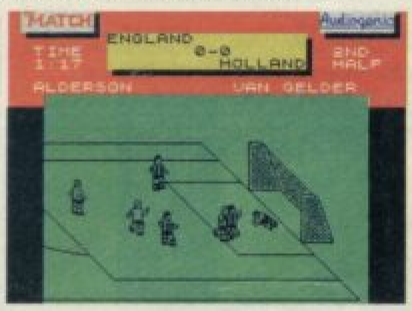
REPLAY

Why not let Jon Pillar and Stuart Campbell guide you through this month's re-releases? Oh, go on. Please! You won't regret it.

Emlyn Hughes International Soccer

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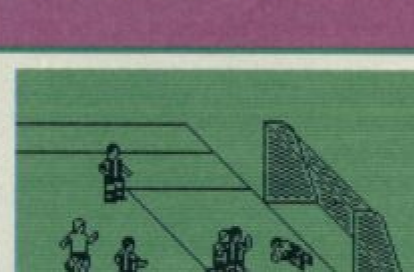
Eeeeeeeeeeee (etc), it's Emlyn! The man with the most famous grin on TV bounds onto your Speccy courtesy of Empire's new barg label. And put me in a bucket with a slug called Elspeth if it's not a corker. The management/arcade footy format's been tried many times before, but this time it's actually come off. Blimey.



The goalkeeper keeled over when the three onion bhajis he had eaten for dinner hit his stomach.

As you might expect, there are options for choosing how many options you want with your options (ie, quite a lot), but the jolly friendly pull-down menus thang makes fiddling about with settings rather good fun. Honestly. Really it is. And that's a darn good thing too, considering there's so much of it. You can alter everything from individual player skills to team strip colours. When you're satisfied, or at least less grumpy about your blokes than you were five minutes ago, you can arrange a match and take on the footy might of the Speccy (or an everso handy pal). This bit is really splendid, with loads of moves and a fair amount of chucklesome animation as the players hack and slide their way about the pitch. Even the chirpy sound is pretty good.

Emlyn is an ace game. There were two teams of programmers, one for each bit, and it shows. Each is well-presented, extremely involving and, most importantly, staggeringly good fun to play. Eeee, great. **Jon**



The match had to be stopped whilst the strikers dropped to their knees to adore the goalie.

85%

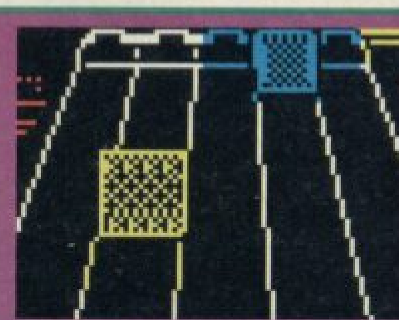
Klax

Hit Squad/£3.99
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"Clicketty-klax, clicketty-klax, that's the sound of the train on the tracks..." Whistling Tim Nabob Nabob Scrimshaw Boing Pheee! Waggling Trousers O'Rourke wrote those words back in 1932, and I like to think that they still have a certain relevance today. The relevance to which I refer should become startlingly obvious when I mention that the name of the game, so lovingly reviewed in this very block of text, is *Klax*. There. Now, at last, it all slots together. Curiously enough, 'slotting together' is the main theme behind *Klax* and it is with this dubious link that we come to the main bit of the review.

Take *Tetris*, flip it into 3D, add a few more rules and bingo! You've got *Klax*. You control a paddle – let's call it Eric – and you have to catch falling tiles, slotting them into place on the game board, or else flipping them back up the channel to gain a breathing space. The various tiles slot together by colour, and the minimum needed to clear a line is three in a row. If you're tremendously ambitious you could go for four, or even five for fabulous rewards, but it's tough.

Brilliantly playable, though, and with an addiction factor measured in triple figures with lots of zeroes added on. Basically, I love it, and I think you will too. Trust me. Y'see, having to keep all those extra ways of scoring in your head makes this a much more demanding game than the big T. As in Connect 4, you can bung tiles down diagonally, horizontally or vertically. Trickily, you can also make shapes, such as giant X's, or, um, more giant X's. And you can become astoundingly unpopular with your friends by dropping a tile so it causes a chain reaction and clears the board. Stupendous! Basically. **Jon**



This is a close-up. It's good isn't it? Erm, see that yellow block? It's called Yolande. And the blue one's called Barry.

YS MEGAGAME

92%



Will you look at that? Such skill! Such panache! It's very hard to get three yellow blocks in a diagonal strip. Ooh, I am clever. (Ahem.)

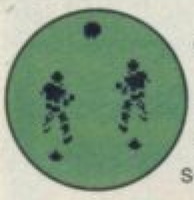
BAT BLIM!

Batman first appeared in Detective Comics issue 27, in May 1939.

ITALY 1990
Kixx/£3.99 cassette
☎ 021 625 3366

Hey, did I ever tell you about when I used to play two-a-side football in the park with my chums when I was little? *(Yes you did, for the whole of last month's* Skate Wars *review. Painfully tedious it was, too. Ed)* Oh. Bang goes another interesting anecdote, then. Might as well talk about the game for a bit, eh?

In a blinding stroke of marketing brilliance, Kixx have noticed that the European Championships have just happened and released a football game at just the right time to catch all the associated media hype. Not so brilliantly, they've released a game that's actually about the wrong tournament altogether, but we'll forgive them for now, cos with the way the Speccy market is at the moment, beggars can't be choosers.



So the World Cup it is, and *Italy 1990* gets off to a good start with some neat presentation in the style of a TV show, like commentators introducing each match and flashy electronic scoreboard interludes whenever the ball goes out of play. Sadly, that's pretty much where it stops being good. When you get into the actual game, you'll find monochrome sprites which are almost completely indistinguishable from each other dashing around (admittedly in a jolly fast and smooth manner) on a pitch so colossal that it's practically impossible to tell where you actually are on it at any given time. Yep, it's that big.

This, and the lack of a scanner, means that there's only one safe way to play. You just get the ball, do a bit of a zig-zag run up the pitch with it until you see the lines of the penalty area coming into view, then turn diagonally and belt the ball past the useless computer goalkeeper. You can't do any clever passing stuff because there frequently aren't any other players on the screen, and even when there are you can't tell if they're on your side or not. Mind you, the computer teams are so crap that you don't actually need any clever stuff to rack up easy 14-0 victories in your first games.



Talking of football, why did Scotland have to play the World Champions and the European Champions? It smells suspiciously like some sort of Euro-conspiracy to me. Pah!

Now for the really bad news, *Italy 1990* features the most stupendously ridiculous multiload this side of *The Spy Who Loved Me*. Even with 128K, after every match you have to load in a lengthy section to get the results of the other games in the tournament, then rewind the tape back to the start and load the actual match section again! Which pretty much puts the tin lid on it, really. **Stuart**



44%

Compilation

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Another compilation with more games than you could count on three fingers, cos there are four of 'em. Nobody here can quite figure out the connection between them, but that's nothing new. Let's get on with the review, shall we?

Las Vegas Casino
Casino games rank second only to fruit machine sims in terms of blithering uselessness. What is the point of a gambling game without money? Tsk. Anyway, *Las Vegas Casino* has four games a-sitting in its lobby – Blackjack, Craps, Baccarat and Roulette. All four are very nicely presented with smooth graphics, and all four are terrible. Blackjack is good for about two minutes, craps seems to play quite happily on its own, roulette soaks up another couple of minutes and baccarat is totally incomprehensible. Bleugh.

40%



Ah, Bob was about to lose his wife. He knew he should have gone for the three card potato trick. Never mind.



The crowd roared with delight as everybody's least favourite mechanic marched on to the busy circuit. He was a gonna.

Pro Go-Kart Sim
Sort of *WEC Le Mans* in a car put together with string, *Go-Kart* is a rather natty little racer with one infuriating fault. But first, the good bits. It's blazingly fast, with sharp graphics and four track layouts. And now, the infuriating fault bit. The screen is small and the graphics large, thus preventing you from seeing clearly what's going on. The limited track space also makes it pretty difficult to dodge the billions of obstacles. It's fairly good fun, and the high frustration factor bolsters your determination to beat the dratted thing. Not bad.

60%

Sabotage
Completely undistinguished vertical scroller with power-ups, masses of aliens and end-of-level baddies which bobbles along pleasantly until you get killed, whereupon it sends you right back to the start of the level. A real pity, as there seems to be a lot to it. Not only is there an attainable goal – beat eight levels and you've won the game – but also secret rooms, and a serviceable plot! You're a secret agent, y'see, and you have to sabotage an enemy army by filching all their blueprints. Tsk. It's addictive stuff in a lazy afternoon sort of way.

55%



Fred wanted to be a scientist when he grew up. He practised every day and was quite good.

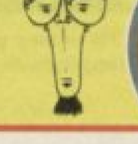
Jocky Wilson's Darts Challenge
Darts has always struck me as rather a sad old game, but there you go. On the Speccy it's been well served by *180°*, *Wacky Darts* and indeed *Jocky Wilson 1*. This 'un can hold its head up high among that respected and somewhat obese company, featuring as it does head-to-head or Speccy vs human play. There are the usual Round the Clock or Straight Darts options with the even more usual wobbly cursor control method, and the whole thing is very smartly presented. Fun to play, if you've got nothing better to do, such as have a bath or something.

65%



Everybody held their breath. Who would the dreaded index finger point at next?

Basically, the sort of compilation your aunt would buy at that nice Mr Butler's corner shoppe. You can't really find anything about it that's blatantly crummy, but at the same time there's nowt to make you hop from one foot to another. Solidly average. **Jon**



60%

SAM is here trying to jump up and get the Gallup charts from a shelf. Do you help him (page 17) or carry on (page 8)?

Andy O slumps dejectedly and pogos away sadly. You're totally wrong. Turn to page 54.

ZOIDS

Alternative/£3.99 cassette
☎ 0977 790243

Uh-oh. Apparently someone wrote in and complained last month that I was single-handedly killing the Speccy by giving some rubbishy old re-releases some crap marks, so I'm under instructions from Linda to be really positive this month. Which gives me a bit of a problem, because this game's completely useless. What on Earth am I going to do?

I suppose I could wibble on harmlessly about the plot for a few lines, I can't get in much trouble with that... *Zoids* is a game licenced from a collection of little plastic robot toys that were slightly popular for about five minutes in 1986 or thereabouts. You control a little Blue Zoid who's searching for the lost and scattered pieces of a really big and tough Blue Zoid in order to attack and destroy a horrendously evil big and tough Red Zoid. This you do by destroying little Red Zoid cities (with the aid of remote-control missile attacks) and searching through the rubble to see if there are any Big Blue Zoid bits lying around. Um... (drat, ran out of plot.)

(I guess I could always try to sound constructive by going through all the game's good points...) There's a slightly entertaining sub-game where you fire a missile at a bad guy and actually have to direct it to the target in a fast-moving 3D-view sequence which is quite good fun, and, er... (drat, ran out of good points.)

(Maybe I could mention the bad points really quickly in the smallest number of words possible and hope nobody was really paying attention...) It's incredibly repetitive; the way that your Zoid will refuse to follow your commands if it feels endangered is really annoying; the pixel-perfect accuracy you have to use on the totally invisible boundary of a destroyed city if you want to find the missing bits of the big Blue Zoid is stupendously ridiculous; the whole thing moves painfully slowly; the graphics are totally crap, just black screens with the odd blue oval shape and lots of pointless icons; nothing very much ever really happens; it's one of the most frustrating games you'll ever play; if you do suffer it for long enough to get to the end, it isn't worth it; it's completely... (drat, ran out of space.) **Stuart**



Then, on the last lap, Billy span out of control and careened into a crash barrier. Sparks erupted from the engine and tyres exploded across the track. 'No feature!' screamed Billy. (Dramatic, eh?)

BAT BLIM!

'Zoids!' is one of the lesser-known exclamations used by Robin in the Batman TV shows of the 1960s, along with 'Holy One-Piece Swimsuits!' and 'Multitudinous Assimilations!'



SLY SPY SECRET AGENT

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This is a weird game to have in a re-releases column because, if my memory serves me correctly, it didn't actually get released in the first place. As I recall, it was a conversion of a coin-op with a different name which was written and reviewed, but then withdrawn at the last possible moment just as it actually hit the shops, which meant only a few people ever got the chance to buy it. It's a multi-stage beat/shoot-'em-up featuring lots of James Bond-style antics like skydiving, scuba diving, penalty-box diving (oops, been watching Marco Van Basten in the European Championships a bit too much, I think), motorbike riding and that sort of thing, although for some inexplicable reason the 'picking up implausibly beautiful enemy spy babes with impossibly corny chat-up lines and, er, *interrogating* them' bit seems to have been missed out completely. What's left is a weird mix of short sequences involving such amusing antics as free-falling through the sky avoiding and shooting enemy parachutists, walking along in front of some retina-melting red-and-yellow backdrops avoiding and shooting enemy agents, riding a motorbike along a city street avoiding and shooting enemy motorcyclists, and... Well, you get the idea. Each of the sub-games is quite cute in its own simplistic little way, but they all end after about 30 seconds and then, despite the tape containing a separate 128K version on one side, it's multi-load time.



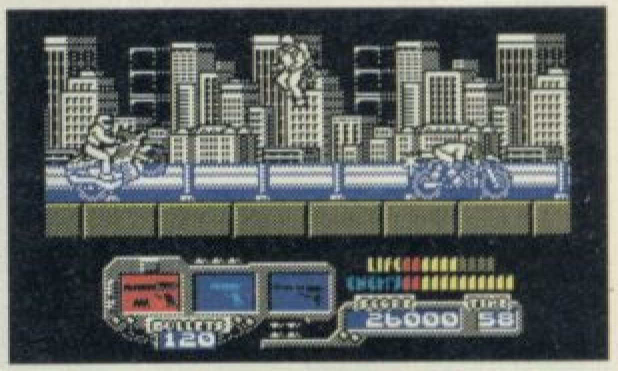
This means, of course, that Speccy +2 owners have a particularly miserable time. Y'see, after they've used up all their lives and continues they have to rewind, without the aid of a tape counter, to a point somewhere in the middle of the tape to reload the first stage. Not to put too fine a point on it, this is a complete pain in the bum.

Still, the rewinding lark shouldn't prove too much of a bind because, after about three practice plays, you'll find yourself sailing right through to the end without any difficulty whatsoever. You won't ever have to rewind the tape again. Phew.

Seriously though, Spec-chums, isn't it about time we stopped putting up with this kind of stuff? I remember old 48K games with 6,000 locations in one load, why should we have to suffer this ridiculous nonsense for 30 seconds of scrolling shoot-'em-up against a looping backdrop? This could be a decent little game without all the faffing around, but it's almost totally ruined. Lazy programming – I'm sick of it. Just Say No. **Stuart**



Alicia: Yes! Yes, I'll marry you, my darling, Tom. (And they lived happily ever after.) THE END.



It's an exciting time here in the Shed. Adam from Amstrad Action, just across the way, has strung the AA and YS logos from a ceiling fan. They're spinning lazily in the cool air even as you read this caption.



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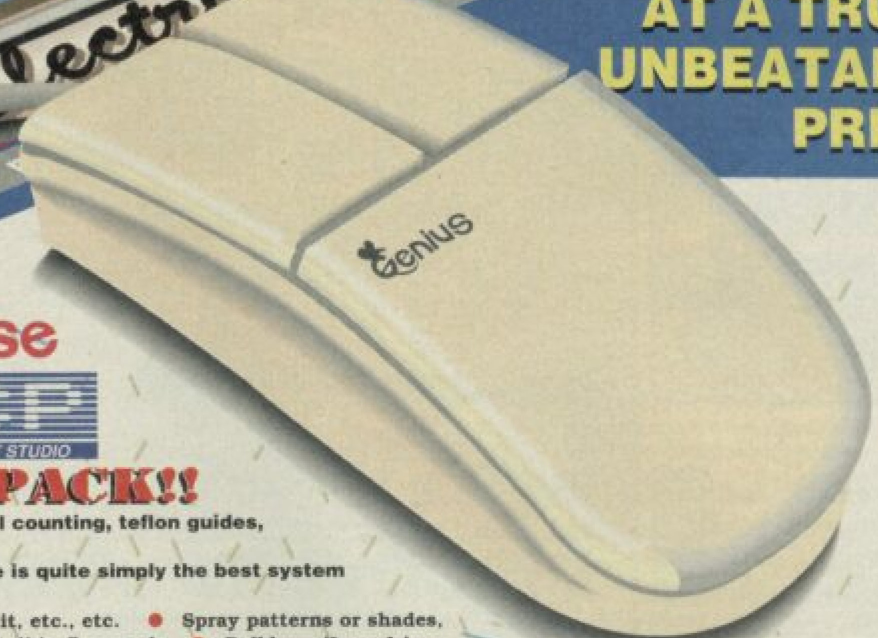
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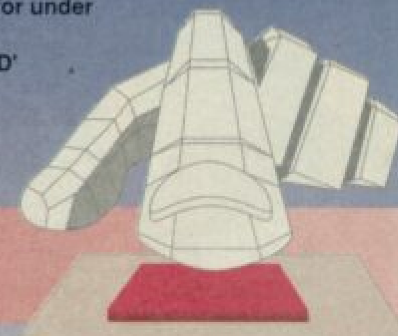
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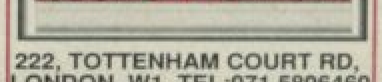
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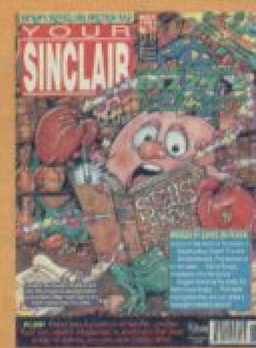
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On the tape – complete games of *Sphinx Jinx* and *Blood Of Bogmole*, and demos of *Space Crusade* and SAM *Batz 'n' Balls*. Inside there's the best adventures. Plus! A free badge too.

77 MAY ONo YS77
On t'tape there's full games of *Mazemania* and *Quest Adventure* and a demo of *Tilt*. And! There's a free Indy doorhanger.

78 JUNE ONo YS78
Full games of *Dark Star* and *Mission Omega*. *The Addams Family* and *Astraball* demos and the *GACPAC* utility. And! 16 pages of tips and a fabby high-score card!

79 JULY ONo YS79
Full games of *On The Run, 2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise*. Inside! *Captain Dynamo* reviewed and Speccy hardware rounded up.

Please use the form opposite to order the special offer or any of the back issues. We still have limited supplies of issues 2 – 62.

Here's the clues, dudes!

ACROSS
1. One who protects. (8)
4. Gooey green stuff. Bleugh! (5)
6. In the middle of. (4)
8. The name of the Shed pet. (4)
10. Something you put on your hair. (3)
11. It's got four wheels. (3)
12. To pick up pieces of corn that the farmer doesn't want. (5)
14. .... and Nelly. (4)

DOWN
1. Dead sexy. (5)
2. Originally made from pie tins. (7)
3. A town where they have a rock festival, or a solitary act. (7)
5. A useful orifice. (3)
7. Switch on and watch pop videos all day. (3)
9. Style. (4)
10. Ken's defunct council. (3)
13. Nah! (2)

Send your answers, on a postcard, to: *YS* July Wordsearch, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW.
The winner gets some *YS* goodies!

NEXT MONTH

in the Best SPEC MAG in The Whole Universe



* While you lot sun yourselves on sun-kissed beaches, those ever so lovely jugglers get out of their lazy beds to review the latest gobsmacking games and catch up with the most modern previews.

* The whole jamboree will take place under the watchful eyes of old man Letters, Spec Tec Adventures and all those other little chaps you're so fond of!

* Plus! The team get out all their old report cards and come over all nostalgic for those far-off schooldays. Not!

Congratulations! You've solved the mystery. Leaping into your Batmobile, you zoom off into the night, being careful to check for oncoming traffic and squirrels. Farewell Batman – we may need you again sometime soon. Or possibly not.

THE END.



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